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# MEAN MACHINES SEGA

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## EXCLUSIVE! Magic Carpet

SPELL-BINDING PREVIEW

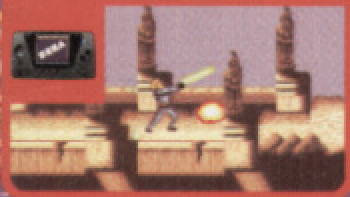
## EXCLUSIVE! BUGS BUNNY

## TOY STORY

FIRST UK REVIEW

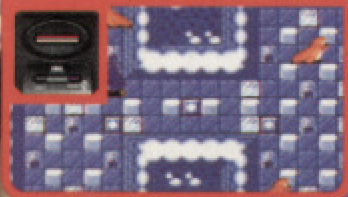
15 PAGES OF NEW TIPS!

GAME GEAR



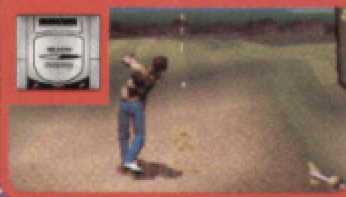
RETURN OF THE JEDI

MEGADRIVE



PENGO

SATURN



VIRTUAL GOLF

SATURN



BLAM!

SATURN



OLYMPICS



# True Pinball breaks but not the laws of

**True Pinball** is the ultimate fully rendered, high speed propulsion into the electric world of pinball fervour.

**Why?**

Because it incorporates four tables, multiballs, video modes, incredible music, high res 2D and 3D views and 32,000 plus colours, because it remains faithful to every aspect of mathematical precision right down to gravity conditions, and because it stems from Digital Illusions'














# the mould, gravity.

considerable experience - that's why.
That's why it adds up to the fastest, most accurate sim on the market and shatters the mould of what we are asked to accept.

SEGA SATURN

PlayStation

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MEAN MACHINES EXCLUSIVE



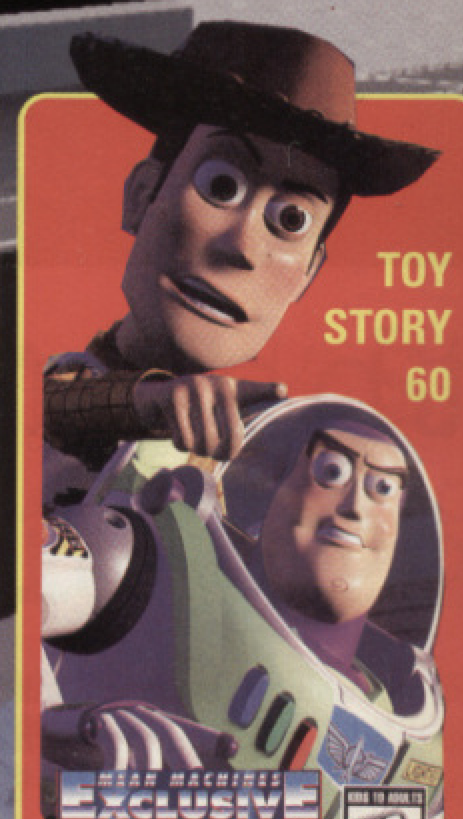


### MAGIC CARPET 16

**Bullfrog's amazing conversion of Magic Carpet for Saturn seems full of Eastern promise. Gus explores a Turkish delight of a game.**

## REGULARS





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*We broke the story of Treasure's first Saturn project, and this follow-up preview reveals just how far work has come on.*






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### GAME GEAR



MEAN MACHINES EXCLUSIVE

## FEATURES



MEAN MACHINES EXCLUSIVE

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*Could this be the best console pinball yet? Check out our preview of Virgin's incredible six-table game on page 40.*



## PREVIEWS

# EDITORIAL

## SEEING IS BELIEVING

**I'd like to make a small point this month. Everything you see in MEAN MACHINES is actual. The screenshots are kosher, the features based on fact. So? Well, I've been pretty 'distressed' of late seeing so-called previews and reviews of games in other mags that are frankly bollocks. Compare our preview of Magic Carpet this month to one that appeared in Sega Power last month. I can tell you for a fact that their pictures were not Saturn pictures, because MEAN MACHINES had been invited to do the first feature on the Saturn game. Only we had access to an Alpha version of the game, and the real facts of the conversion related by the programmers. Other mags have self-righteously defended themselves against these kind of charges before. As far as MEAN MACHINES is concerned, we'll only use Sega screenshots, unless there's a really good reason to do otherwise, and then we'll be honest about it. Let the others practice what they preach.**

**GUS**






## BE MY BABY . . .

Spring time is about to dawn – the arrival of blossom on the trees and long summer evenings mean that this is the season of loving. Valentine's Day is the ideal way to show your loved one how much you care, and the MEAN MACHINES team care more than most...



### GUS

"I only had one Valentine's card all the time I was at school," grumbles Gus, whose psychological make-up was doubtless compromised by this early rejection. "I'm very romantic at heart, though – I love that smoochy bit between Woody Allen and Diane Keaton in Manhattan. I think that the most romantic thing anyone ever did to me was whisk me away for a weekend in Brighton. We did the pier and everything." The emotional scars of the past were just too deep to ignore, however, and Gus's dream turned into a nightmare of recrimination and regret. "We ended up having an argument because it turned out I was expected to pay for all the bloody tea and scones. I wouldn't have minded but it was about thirty quid a head!"



### CLAIRE

Valentine's Day brings painful memories of a fatal attraction for our pin-up girl: "Five years ago, I met this bloke on a train who wouldn't stop talking to me, and for some reason I ended up giving him my address. Soon after that he started writing me love letters. I never replied, but then he turned up at my house, wearing baggy leather trousers and funny pointy shoes. He had really dodgy long hair as well. I was really freaked out so I said I was already going out with somebody. It was a complete lie, but it got rid of him. Or so I thought. Later, I got a Valentine's card from him, proposing marriage. Urrgh!" If any other complete strangers require Claire's address, then she can be found at Farringdon tube station most evenings. Make sure you bring a pen.



### MARCUS

"The only Valentine's cards I've ever had have been from my girlfriend and I can't imagine ever wanting to receive symbols of affection or admiration from anyone else," says Marcus, mindful that his girlfriend might be reading this. "I'm a bit of a closet romantic actually, and there are a few films in particular that bring a lump to my throat. My favourite romantic film is probably Room With a View – Helena Bonham-Carter fuelled many adolescent fantasies wading through that field of tall grass. I was gutted when I found out she'd copped off with Kenneth Branagh. Aside from that, I'm a big fan of The Unbearable Lightness of Being – it's foreign but it's choc full of top skirt like Juliette Binoche and Lena Olin. You can't beat a bit of Continental crumpet."

# LOVER OR LOSER?




1. It's Valentine's Day evening and you've been invited on a date with your ideal woman. Do you:
**A. Take her out for a romantic candlelit dinner.**
**B. Take her to the movies and spoil her with pop-corn and Haagen-Dazs ice cream.**
**C. Take her to the local arcade and allow her to watch you practice your Virtua Fighter moves.**

2. You have £50 to spend on your loved one on Valentine's Day. Do you:
**A. Send her an enormous bunch of flowers through Interflora.**
**B. Take the flowers to her yourself, along with a massive box of Belgium choccies and some sexy lingerie.**
**C. Buy a copy of Fifa '96 and invite her round for a match.**

3. Who would be your ideal partner to spend Valentine's day with?
**A. Pamela Anderson.**
**B. Our own lovely Claire Coulthard.**
**C. Sarah Bryant - Virtua Fighter's top heavy fraction.**

4. How would you woo the woman of your dreams?
**A. Take her for a romantic trip to the country, not forgetting your tartan rug and a stacked picnic hamper.**
**B. Write her a romantic poem and a love letter to go with it.**
**C. Offer her your level 16 password for Thunderhawk 2.**

5. You are at the local discotheque and you've pulled the hottest babe there. It comes to the last song of the evening, do you:
**A. Smooch her till she can smooch no more and she swoons in your arms.**
**B. Snog her like you've never snogged before.**
**C. Rush home to catch the repeat of the Gamesmaster Gore Special.**

6. You and your loved one are saving up for a future investment. But what will you spend your hard earned money on:
**A. A mortgage for a semi-detached in the suburbs.**
**B. A Ford Fiesta XR3i with leopardskin bucket seats, alloy hub-caps, go-faster stripes, windscreen stickers with "master" and "slave" printed on and some pink fluffy dice.**
**C. An MPEG Video CD card for your Saturn.**






## LUCY

"I'm getting my letter box specially widened!" beams Miss Hill, the queen of all our hearts. Always the bridesmaid in the MEAN MACHINES love letter stakes, Lucy's hoping for a massive influx of Valentine's cards. "I want sackfuls. I want to have to hire someone to help me just open them all." The truth is, sadly, somewhat far removed from Lucy's lovelorn fantasies. "I've hardly ever had any Valentine's cards," she sighs, "but I'm dead romantic at heart. True Romance is my favourite romantic film – my favourite bit is when she tells him she's really a hooker and he says he doesn't care. Actually, that's a bit of a fib. My favourite bit is where Dennis Hopper's hand is sliced open and he gets shot in the head. But that's not very romantic, is it?"



## STEVE

Steve gets a bit edgy when the subject of his love life comes up. And with good reason – this kid loves 'em and leaves 'em, has a girl in every arcade and leaves a trail of broken hearts wherever he goes. Bitter experience has taught him it's better to use 'em and lose 'em. It all started at infants' school. "There was this chick called Michelle who was the brussel sprout of the class – no-one wanted her. Anyway, I bought her a teddy bear, but she gave it back to me a couple of weeks later, telling me she didn't like me anymore. I was only 10, but I've never forgotten." There is, however, still some room for romance in Steve's life. "I don't normally go for sloppy films, but I suppose Sleepless in Seattle was all right. If you like that sort of thing."

**THE SCORES ON THE DOORS:**
**1. A:5 B:3 C:10**
**2. A:3 B:5 C:10**
**3. A:3 B:5 C:10**
**4. A:5 B:3 C:10**
**5. A:3 B:5 C:10**
**6. A:2 B:5 C:10**

**0-15:**
You are romantic but not overtly sentimental and soppy. You are a ladykiller but still macho enough to have huge respect from all your mates.
**16-30:**
You are the Eroll Flynn of your area.
**31-60:**
You are a very very very sad gamehead, and destined for a lonely life. You buy Mean Machines on a regular basis to feed your games habit.

## THE LOVE BOAT

**EROS**
Steve 'eigth doctor' Merrett
**CHIPPENDALE**
Angus 'sniff' Swan
**BUNNY GIRL**
Claire 'Clockwork Knight' Coulthard
**BUNNY BOY**
Marcus 'anchor' Hearn
**DREAM BOAT**
Lucy 'no no no no no' Hill
**BRUSSEL SPROUT**
Steven 'excuse me' Key

**LOVE GODDESS**
Liza Merret
**SEX KITTEN**
Tina Hicks

SPECIAL THANKS TO: Dorian Bloch, Richard Eddy, Sam Forrest, Eileen Peters, Shan Savage and Jonathan Wingate.

SPECIAL NO THANKS TO:
This month's freelancer.

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COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

THE ENDING BIT

I've just had a banana, mainly because they're supposed to be good for you. But fruit and me don't really get on. Shan, I hope your dog has got plenty of water and you're being well behaved. See you soon.

# NEWS

# ACCESS GRANTED

**INTERNET CONNECTION**
**BY SEGA**
**SATURN**
**RELEASE 1996**
**ORIGIN: JAPAN**

MEAN MACHINES have been given information about the rumoured Saturn Internet peripheral. The device allows a Saturn to be connected over a normal phoneline to a variety of online networks, effectively operating as a modem.

Details of the Japanese service are given in the Tokyo toy and hobby market report. It reveals that the technology for the Saturn 'Home Use Internet' has been developed jointly by Sega and the Nissan Motor Company! Bizarrely, demonstration units of the system will be placed in Nissan's car dealerships. There are no plans for similar promotions here.

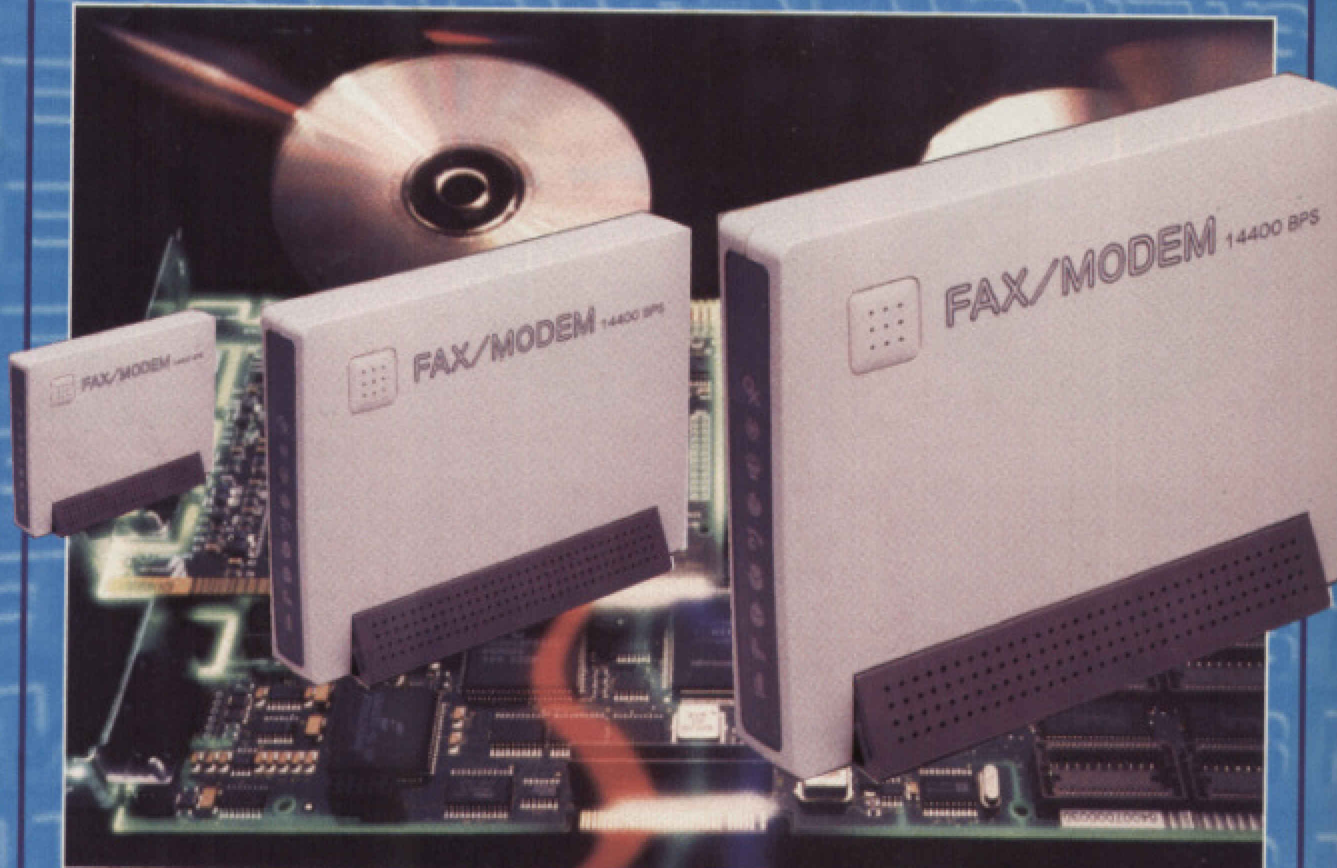
The report expands on the system's operation: the Saturn will be able to access the World Wide Web, but rather than use the complex system of address protocols, Sega will provide a variety of CD-ROMs with addresses automatically stored, so users will be able to access pre-stored destinations with the minimum fuss. This means the system is ideal for complete novices. There are also plans to introduce new providers, so those looking for more freedom can have it.

The most exciting development of the venture is Sega's Saturn keyboard attachment that will be used for keying in E-Mail messages. For simple commands and messages the joypad will be able to select from a limited menu of phrases, but the keyboard opens up the possibility for information connections every bit as sophisticated as a PC internet connection.

Services for Saturn Internet in Europe are unconfirmed at the moment, but the Japanese service could be up and running as soon as March. For £100, your modem will give you access to three separate strands of services; Sega's own on-line information and network gaming, a link to a service operated by Fujitsu called Niftyserve, and the most intriguing, a joint venture called GrR Net.

This is a new company set up by Sega and four others (including Sony!). It lists an impressive range of services, more commercial than current PC networks. These include mail and conferencing, download Karaoke of professional audio quality, realtime multi-player gaming, 'news on demand' and music trial listening.

This revolutionary service will link up Saturns to PCs, AV equipment, even indeed Playstations. The extent to which these services appear in Europe awaits to be seen.




**Not so much in the way of news this month, that being the curse of the month post-christmas, when PR people are tucked up in bed with the flu, or too involved in their 1996 expenses claims to pass on info. Despite this, we've managed to source some succulent exclusives.**

**KEY**

competition · new game · japan news · tipped for the top · exclusive news · film news · news update · arcade conversion · gossip · british development

# CHAMPION!

**OLYMPIC GAMES**

**BY US GOLD**

**SATURN**

**RELEASE: SUMMER 1996**

**ORIGIN: UK**

MEAN MACHINES has been graced with the World Exclusive shots of two of US Gold's sports game developments for mid-1996. The UK Software giant grabbed the rights to the Atlanta games early last year, as they had with previous Olympiads. For this year's world jamboree, something special is planned with multiple game releases on a raft of formats. The Saturn is at the forefront with two separate projects.

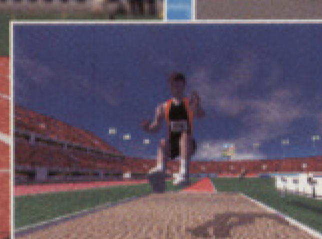
Olympic Soccer is a polygon-based football game that aims to capitalise on the success of US Gold's Megadrive soccer hit, Fever Pitch. Olympic Soccer will be a more serious affair, and the early work seen here shows an attempt to recreate the grandeur of the stadium, whilst retaining the detail on the polygon players.

The sports compilation game is yet to receive a final title, although Atlanta Olympic '96 seems a fair estimation. It's one of those trusty game concepts: the portmanteau of different events with a variety of playstyles and controls. There's a mixture of track and field events, including discus, javelin, swimming and shooting. The pre-production renders look stunning.



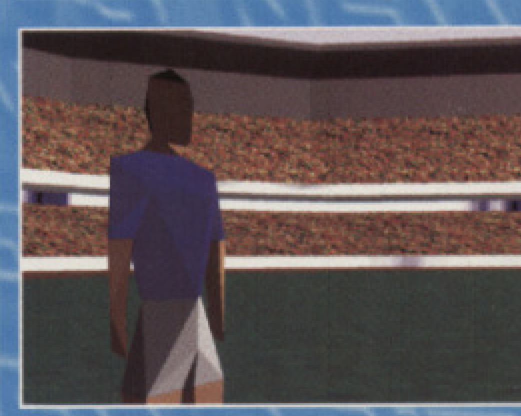








# UP YOUR POLE

**PENGO**

**BY SEGA**

**MEGADRIVE**

**RELEASE TBC**

**ORIGIN: JAPAN**

Penguins, quite the most useless 'birds' on the planet, star in Sega's optimistic Megadrive update of Pengo, an ancient coin-op devised, oh, in the time of the Incas. The original arcade mode (included) has Pengo pushing ice blocks within a simple maze aiming to crush the snow bees against the walls. An expanded story mode adds all kinds of new hazards and scenery. The real attraction is a four-player battle mode, much like Hudsonsoft's classic Bomberman, with the four characters trying to be the last one left alive. It's bright and bold and, favourable reviews permitting, should be out on your Megadrive here in a few months.










# INCREDIBLE HULK

**SPACE HULK**

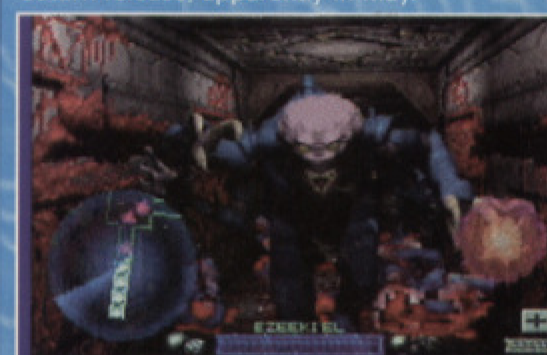
**BY EA**

**SATURN**

**RELEASE TBC**

**ORIGIN: UK**

A surprise addition to the EA Saturn schedule, considering how slowly the stuff has been coming from them, is Space Hulk, a Doom-style game set on a spooky stellar craft. The gloomy corridors and holds of this cargo ship are viewed first-person, with massive monsters tending to jump out from the shadows frequently. Previously well received on the 3DO, a larger segment of the population will get to enjoy it when it gets a Saturn release, apparently in May.



# GEBOCKERS

**GEBOCKERS**

**BY SEGA**

**SATURN**

**RELEASE FEBRUARY**

**ORIGIN: JAPAN**

How can you invent a sillier title than the one of the game already has? Gebockers is a Japanese development, and despite its dubious genital references, it could be a whole lot of fun. It's a 3-D battle-cum-driving game with a battalion of cute players. The ground-breaking aspect is that this is the first game to use a link-up cable between two Saturns, allowing multi-player battles! We plan to bring you a review next month.



# SONIC FIGHTER

**SONIC FIGHTER**

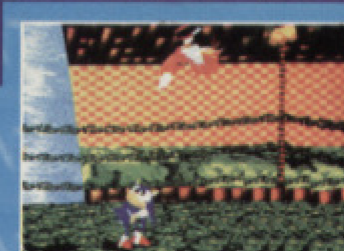
**BY SEGA (AM2)**

**ARCADE**

**RELEASE SUMMER 96**

**ORIGIN: JAPAN**

An unexpected Sonic arcade development was announced by AM2 as they released pictures of a 3-D Sonic fighting game, VF2 style. The project arose alongside the Fighting Vipers coin-op, and what was originally a joke has now become a serious proposition. At the moment, only Sonic and Tails polygon figures have been created, but this gives an impression of what the final game could look like.







*Don't mess with this mean hedgehog.*



## MINI GOSS

Just a little bit of news from the hacks. Codemasters have let slip about a new version of Brian Lara: one of last year's biggest-selling games on any format. Brian Lara 2 will have several new features and Codies expect it to be really massive. Big roll out around April. Sega's big Megadrive success over crimble was Premier Manager with 100,000 copies expected to shift. A sequel must surely be on the cards. There's also one for Thunderhawk 2, which Core have not yet confirmed. It's a busy year for them, with long-awaited Swagman and Shellshock due in a couple of months, and a mysterious game called Ninja. The crown jewel is Tomb Raider, which MEAN MACHINES has the exclusive on. A welcome blast from the past to be updated is Bomberman, with a 10-player Saturn version on the cards from Hudsonsoft. Strategy fans should note that the sequel to the Japanese Saturn war simulator: World Advanced War, is to be translated and released in a PAL version. And with that, tara!

## DE-RISE-DRY

**RISE OF THE ROBOTS 2**

**BY MIRAGE**

**SATURN**

**RELEASE TBC**

**ORIGIN: UK**

Apparently, though no one has approached us, there is to be a sequel to last year's Rise of the Robots from Mirage software. This was, of course, the debaculous over-hyped beat 'em up that so failed to impress our reviewers a year ago (probably explains why we weren't approached to do the exclusive 'cover'). Never mind, forewarned is forearmed, and here's a lovely pic of the new, improved game in development.






***Will number 2 be a No. 2? You'll find out in a future issue of MEAN MACHINES SEGA.***

## COMPO WINNER!!



O.K, O.K. We know that when it comes to printing the winners for compos, we don't usually comment, shall we say. You can put that down to a nasty incident when comeone phoned in to claim someone elses prize and it was all a bit of a boo boo. This way, you can just feel really surprised when a prize plops on your mat if you win. One such person is Mr Schults, from Rotterdam (we hope that's spelled right). He impressed Gus so much with his Rayman poem, that he can be be expecting a Saturn very soon. Well done. Here is the poem for your pleasure:

Entre les grandes animaux lugubres du bois,
Et le hurlement glace du vent puissant,
Seulement une petite voix me donnait du delai,
Et il me disait: "Je m'appelle Rayman!"



# VIDEO CD

**The latest Video CDs are subjected to our exacting quality control. Shop around for these – many now cost around the same as VHS films.**

## THE WHO - 30 YEARS OF MAXIMUM R 'N' B LIVE




Whichever way you look at it, The Who were nails – archetypal mods, inventors of the concept album/rock opera and legendary hellraisers. All these aspects of their tempestuous career are addressed by the three original surviving members. Mainman Pete Townshend's comments are surprisingly frank, and illustrate the frustration and bad feeling that led to the group's ultimate disintegration. 154 minutes of brilliant songs, variable quality footage and performances, and interesting interviews. Well worth owning.



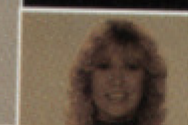
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| **CERTIFICATE:** | 15 |
| **PRICE** | £24.99 |

## MORE ABBA GOLD



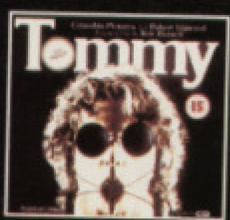

Another well-encoded video compilation from the Swedish 'Power Pop' combo, mirroring the second Greatest Hits album of two years ago. Although, track-wise, Polygram are scraping the bottom of the barrel (all of the really big hits were on Abba Gold) More Abba Gold is actually a far better buy for comedy value, as there's more actual footage, especially of the latter years when Anna and Agnetha began to look distinctly like a pair of middle-aged scrags. The later songs were written when the two couples were having rucks, but anyone who could come up with Summer Night City deserves to be feted, not slagged.





| | |
|---|---|
| **CERTIFICATE:** | E |
| **PRICE** | £19.99 |

## TOMMY - THE MOVIE (1975)




The Who's classic double LP Tommy, released in 1969, found the band at the peak of their creative powers and represented a musical milestone by being the first concept album with a narrative linking all the songs. Ken Russell's misjudged film of this 'rock opera' saddles the superb music with absurdly overblown imagery and some strained performances from well-known musical stars Oliver Reed and Jack Nicholson. Although the influence this film had over today's pop promo directors is clear, it now makes for quite painful viewing. Recommended only for those immune to Russell's worst excesses.






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| **PRICE** | £19.99 |

## THE PINK PANTHER (1963)



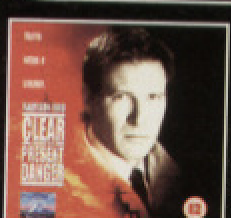

In case you missed this on the telly on Christmas Eve, here's a pocket-sized version of the first Inspector Clouseau film courtesy Philips. Although this spawned six sequels starring Peter Sellers (and a good few without him) it's very different from the screwball tour de forces that came to typify the series in the 1970s. Clouseau is a more restrained figure, hovering on the sidelines of this classy caper comedy which actually has the suave David Niven top-billed. Although still funny, this well-mannered farce seems quite dated in terms of look and style compared to later films. Encoding is generally good.





| | |
|---|---|
| **CERTIFICATE:** | PG |
| **PRICE** | £17.99 |

## CLEAR AND PRESENT DANGER (1993)



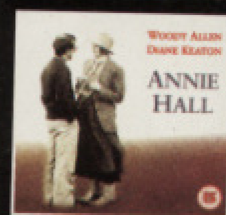

An unofficial sequel to Patriot Games, with Harrison Ford reprising his role as American agent, Jack Ryan. Instead of loopy Irish terrorists, Hollywood finds a ready-made enemy in the form of evil South American drug barons, who are out to revenge an assassination. But morality becomes a little less clear cut than in the average blockbuster, as Ryan uncovers duplicity at the highest democratic level. Many of the hi-tech warfare themes that figured in Patriot Games return here, with some amazing set-pieces, although Ford plays a less active role in the movie. Encoding is good.



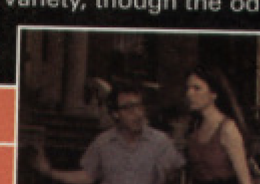


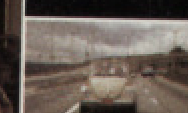
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| **CERTIFICATE:** | 15 |
| **PRICE** | £19.99 |

## ANNIE HALL (1977)




Once again, a twenty-year old movie gets dragged out for a 'budget' Video CD, but it so happens that this is one of the few big successes of American director Woody Allen. Garnering several Oscars, it's the light-hearted story of a romance between a screwball couple played by Allen and Diane Keaton, when she was kooky and considerably less craggy. Just for a change, Allen decides to play an insecure Jewish intellectual who falls in love with a woman who is, frankly, out of his league. As you might expect, there's not much drawing of guns and the comedy is not of the slapstick variety, though the odd willy joke probably accounts for the 15 rating. Worth seeing, but on VCD?





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# REVIEWS

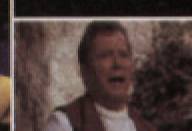
## STAR TREK VII - GENERATIONS (1995)




The saga of the original Star Trek crew finally came to an end with the latest film in the series. And sadly it's a bit of a turkey. This mish mash unites the Captain of Enterprise-A (James T Kirk, played by the one and only Bill Shatner) with his distant successor on the Enterprise-D (Jean-Luc Picard, played by Patrick Stewart) in a convoluted time-travel yarn with plot holes you could fly a Klingon battle cruiser through. The outstanding performance actually comes from sneering mad scientist Malcolm McDowell. Although these discs became available well in advance of the VHS version of the film, the fact that Philips haven't released them in widescreen and seem to have forgotten Star Trek VI – The Undiscovered Country (probably the finest film in the entire series) is annoying. Encoding is, however, some of the best we've yet seen.

| | |
|---|---|
| **CERTIFICATE:** | PG |
| **PRICE** | £19.99 |





## PINK FLOYD - PULSE



Whether you regard Pink Floyd as one of the world's most important groups or simply as a bunch of progressive rock dinosaurs there's no denying they put on a good show. This epic gig was recorded at Earl's Court during the band's month-long residence there in October 1994. The group's surreal projected films are presented here in all their glory, and complement their seminal psychedelic meanderings perfectly. Musical highlights include Astronomy Domine (played live for the first time in nearly twenty-five years), tracks from Wish You Were Here, The Wall and, incredibly, the Dark Side of the Moon album in its entirety. These discs feature a thundering remixed soundtrack as an extra incentive, but are slightly let down by an occasionally 'blocky' picture quality which isn't as good as that we've recently come to expect.

| | |
|---|---|
| **CERTIFICATE:** | E |
| **PRICE** | £24.99 |





# CREAM OF SEGA

OFFICIAL SALES CHARTS © ELSPA COMPILED BY GALLUP/CHART TRACK

As promised, we bring you a regular chart of the best and best-selling games in Sega-dom and, as is our style, we don't do it by halfs, or as Alan Freeman would put it, 'arfs'. So Cream of Sega each month will consist of the most up to date sales information, compiled by Gallup and authorised by ELSPA, or a personal chart compiled by the MEAN MACHINES crew, and an interactive chart compiled each month by yourselves. This is the best of software out now and the titles you most anticipate.

## HYPE CHART

*The games we (and hopefully you) really want.*

1
**MANX TT**
AM3's phenomenal biker game.

2
**FIGHTING VIPERS**
The AM2 conversion has begun.

3
**MAGIC CARPET**
The conversion is looking ace.

4
**GUARDIAN HEROES**
It's nearly here!

5
**ACTUA SOCCER**
The FIFA beater is coming to Saturn.

## SALES CHART: SATURN

*Gallup's survey of the best selling CDs.*

1 (-)
**VIRTUA FIGHTER 2 (Sega)**
Fitting chart debut for the best Saturn game yet.

2 (1)
**FIFA SOCCER '96 (EA)**
On all formats, Fifa is the biggest game of the moment.

3 (5)
**THUNDERHAWK 2 (Core)**
A well deserved top three placing for this mega title.

4 (3)
**VIRTUA COP (Sega)**
Cop slips after a pre-Christmas No. 1 debut

5 (4)
**DAYTONA USA (Sega)**
AM2's much-abused racer. Will it dive when Rally arrives?

6 (8)
**BUG! (Sega)**
Still crawling around the chart after six months.

7 (7)
**VIRTUA RACING (T.Warner)**
VR obviously doesn't have the impact it once had.

8 (10)
**THEME PARK (Bullfrog)**
Accomplished version of the park-building sim.

9 (-)
**WORLD SERIES BASEBALL (Sega)**
Even this tedious sport can sell.

10 (-)
**PEBBLE BEACH GOLF (Sega)**
Why are there no good golf titles?

ELSPA

## SALES CHART: MEGADRIVE

*Gallup's guide to what's shifting 16-bit style.*

1 (1)
**FIFA SOCCER '96 (EA)**
All-conquering, all selling Fifa, still at No. 1.

2 (2)
**PREMIER MANAGER (Sega)**
Sega's massive management hit nearly tops the table.

3 (3)
**SONIC AND KNUCKLES (Sega)**
Discounts boost staying power.

4 (4)
**MICRO MACHINES '96 (Codemasters)**
Codies' classic is strongly placed.

5 (5)
**MICKEY MANIA (Sony)**
Selling on the basis of a bargain price.

6 (6)
**PGA TOUR '96 (EA)**
The best new tour in years.

7 (7)
**MICRO MACHINES 2 (Codemasters)**
Incredibly, just behind the new version.

8 (8)
**ECCO:TIDES OF TIME (Sega)**
The not-too-different sequel to a stunning game.

9 (9)
**BRIAN LARA CRICKET (Codemasters)**
A 100,000 seller of 1995 still charting.

10 (11)
**MS PACMAN (Time Warner)**
Where did this come from? (A: ancient history).

ELSPA

## BE AN OPINION FORMER

We want you to create a reader's chart of top Saturn and Megadrive titles. Each month we'll be listing the games you most want and those you are looking forward to. Just fill in the coupon. Also, fill in the part guessing the most popular game of the month. One of those smart enough to guess the top of the reader's chart will win a copy of that game!

MY TOP THREE SATURN GAMES ARE:

__________
__________
__________

MY TOP THREE MEGADRIVE GAMES ARE:

__________
__________
__________

I'M MOST LOOKING FORWARD TO:

__________
__________
__________

I PREDICT THE MOST POPULAR GAME WILL BE:

__________

NAME:

ADDRESS:

Send to Cream of Sega, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

## OFFICE CHART SATURN

*Our choice of the next generation titles.*

1 (1)
**VIRTUA FIGHTER 2**
Top of the 'lost hours' chart at MEAN MACHINES.

2 (-)
**FIFA '96**
It must be the Dolby Surround that gives it the atmosphere.

3 (5)
**THUNDERHAWK 2**
Core's pukka choppa propels itself upward.

4 (-)
**SEGA RALLY**
Cruelly excluded before, but now rightfully installed.

5 (-)
**VIRTUAL GOLF**
Despite a mini-slagging, proving mysteriously popular.

## OFFICE CHART MEGADRIVE

*Our choice of the 16-bit titles.*

1 (-)
**TOY STORY**
It's dead fab!

2 (1)
**EARTHWORM JIM 2**
Claire loves it.

3 (-)
**PGA TOUR '96**
What Marcus does at home.

4 (3)
**COOL SPOT 2**
If only we could blag some more off Virgin.

5 (-)
**PREMIER MANAGER**
Changing the face of football. Maybe.




BY: BULLFROG

GAME TYPE: ACTION ADVENTURE

1-2 PLAYERS

PRICE: TBA

RELEASE: FEBRUARY

COMPLETE

**When you work at a company with such an incredibly high hit rate as Bullfrog, it must be difficult getting excited at the next ground-breaking product. That ain't sycophancy, it's fact. Plainly, with the exception of Powermonger (which was merely good) every Bullfrog game since Populous has been a classic.**







Even better, they've managed to knock out three games on the Saturn in six months, with Theme Park closely followed by Hi-Octane. Similarly, Magic Carpet is a PC conversion, as Bullfrog work to a pattern of creating a PC CD-ROM title, then transferring it to console formats. Despite this, they are turning out to be one of Sega's best third-party supporters (we beetled off at one stage to see ongoing work on another possible conversion, Dungeon Keeper).



Barely a year since the PC debut, Magic Carpet is due for the Saturn. There are few games that we've anticipated, or chased so hard to feature. And on the dreariest December day imaginable it came to pass, with Cathy Campos, Bullfrog's Marketing manager, and Andy Nuttall, project Producer, in attendance.

# Magic Carpet



## CREATION

Flying Carpet began as a project by Bullfrog programmer Glen Corpus. His initial achievement on the PC was to develop a non-specific 3-D world generator that could be viewed in fast, first-person 3-D perspective. At first, the idea was to use the engine for a flight simulation, but the foreshortened horizon of the graphics engine made it unsatisfactory for displaying the kind of panorama needed for a convincing plane simulation. In any case, Glen was more interested in creating a game that could be picked up and played, without the need for excessive amounts of keys or wading through manuals. The essence of his 'action adventure fantasy world simulator' was born.











# CONVERSION

Andy Nuttall explains that the main task for the programmers was getting the game to run at optimum speed while maintaining a decent number of frame animations per second. The first porting of the PC code produced a paltry three frames per second! Since then, intensive programming, mainly on ways of saving the main processor work, have boosted this to a much more acceptable range of between 12 and 20 frames per second. Normally the game runs at a smooth 20 frames, but when a particularly large amount of detail is displayed, the Saturn automatically reduces this to prevent the game action slowing down. Andy assures us that this will only happen on levels far into the game, when the amount of enemies in any one level are reaching their maximum.





Andy explains one ingenious method of easing the Saturn's workload. Part of its calculation in each cycle is analysing the status of each element within the level; from monsters down to trees and landscape elevation. This takes up a large amount of processing time, and obviously much of it is superfluous, since only a small portion of each level is visible at one time. The team have stripped out unnecessary data for those elements not within the range of the 'all-seeing eye'.

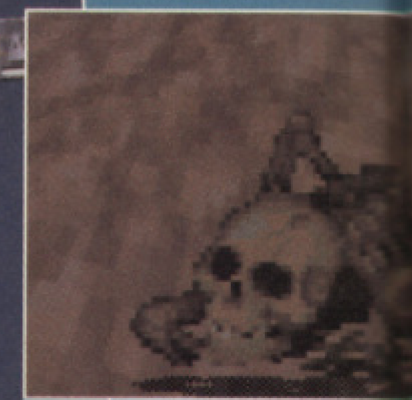
Maximising the conversion also involves learning some of the arcane ways of the Saturn, which is a machine with many quirky features and some unfathomable methods. The use of polygons is one. Andy explains how they have come across one peculiarity almost by accident: when plotting polygons, the Saturn maps them in a series of successive points. Krysalis, the conversion team, have discovered that mapping the points in one sequence, the Saturn handles the polygon three times faster than an alternative sequence for the same polygon! Also, for some reason, the Saturn doesn't like flipping texture-maps on polygons, which run many times slower than the same design displayed in the original orientation.

However, the concensus is that the Saturn is probably an easier machine to program Bullfrog's conversions for, since it relies less on custom hardware effects like those on the Playstation. Since Bullfrog game originate on the PC, which has no custom effects, these do not exist in the original programming. The comparitively high speed of the Saturn's main processors can be put to good use.



# EPIC

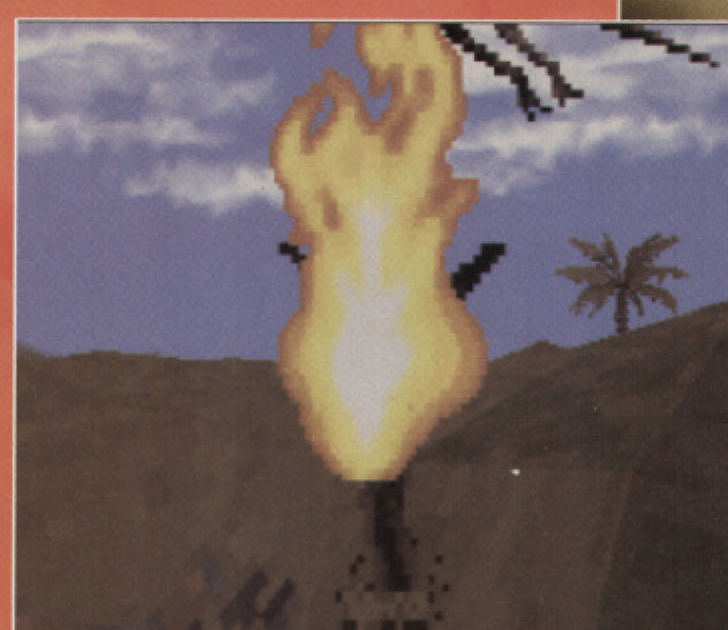




Bullfrog are ready to admit that Magic Carpet was originally a very hard game — perhaps even too hard. The Saturn version may be made slightly easier to compensate for the profile of the owner, and as a response to the PC version's only real omission: in-game saving. This allowed you to save the game at any point, effectively buffering you from any loss of life. But as that took nearly a quarter of a megabyte of memory, it wasn't practical to achieve in the Saturn's RAM. In any case, it was an unsatisfying way to plough through the game.
Although the game won't be as unforgiving, it will certainly be as challening, indeed it's even larger by the incorporation of the 25 level 'Hidden Worlds' that Bullfrog issued as a levels disk for the PC version.
They decided to add these to the main game rather than offer them as a separate mode because they are just so difficult. Any player making their way to the hidden worlds, faces extreme danger in a matter of seconds, as many less skilful PC owners who bought Hidden Worlds without completing the main game found. Cathy illustrates just how challenging the original was by recounting a story of a blunder with the original. It appears an early version of the game had a bug on the very last level. Although a rectified version was sent to the duplication house, the wrong version was actually released. However, it was only several weeks after release that anyone got far enough into the game to discover it. Magic Carpet posed a stiff challenge even to the die-hards used to 'doing' new releases in a matter of days.



# CUTTING A RUG



The control mode is something still under debate amongst the team, with no less than seven control configurations under consideration. The game's complexity of functions, especially the plane-style controls, make it tricky to convert to the joypad after the greater flexibility of the PC keyboard. Although the inclusion of a redefining option is a strong possibility, the effectiveness of the default control configuration is seen as very important, as Bullfrog's intention all along is to create a game you can pick up and play without labouring through a manual or mastering a torturous control system. In line with that, they've also given players instant access to two of the spells immediately — previously these had to be collected. The effect is to introduce the main game action from the beginning, without any need for preliminaries.



# AEOLIAN MODES

The enchanting music wafting from the demo is all original. It was decided to create new music for the Saturn version as the original used midi-files stored on CD. The conversion enabled CD-quality music to be streamed directly off the CD while the game was in progress, and also left more room in the Saturn's internal memory for sound effects to be sampled at the highest rate. Accessing the CD directly caused problems for one of Andy's novel ideas, 'danger music'. This would change the normally calm musical score to a pacier tempo when the player was attacked, making the music more of an interactive soundtrack. However, the delay in accessing the CD produces an ugly gap. Luckily, a sound effect produced when the player is first hit bridges the gap between the two CD soundtracks. The range of ambient effects is stunning, using a spatial stereo effects and matching sound to environment, like waves lapping when on water, and the soft murmering of voices heard when passing over the bedouin encampment.





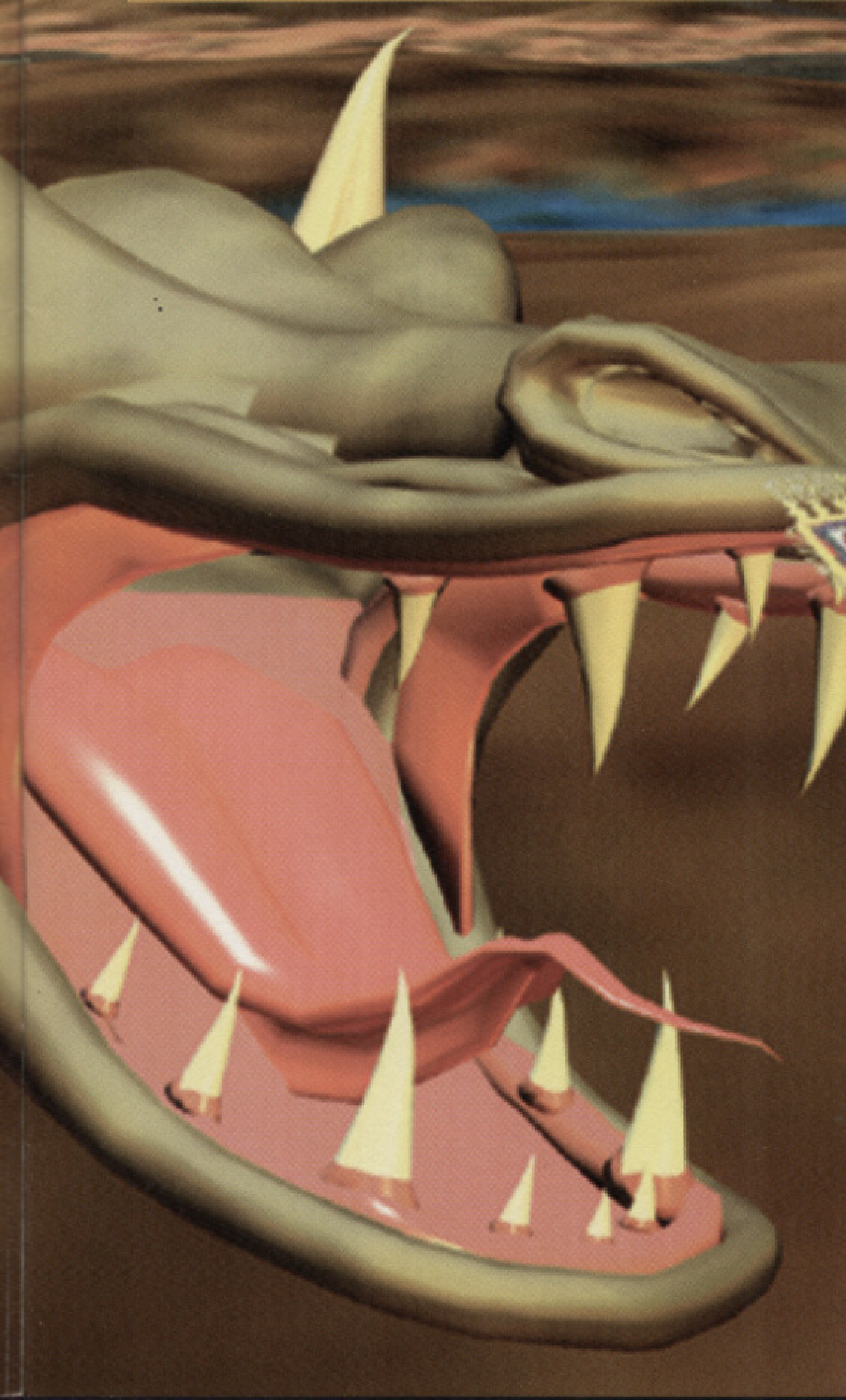
## DEATH MATS

The prospect of a multi-player option was unexpectedly raised by Bullfrog, who revealed that the long-awaited Saturn link-up technology is ready, albeit not quite available to third-party developers in the UK. The Magic Carpet programmers were hoping to get access to the hardware sometime after Christmas, meaning the chances of getting human head-to-head competition a very remote, but still existant proposition. The team have a set of twenty multi-player levels from the PC network game that could easily be adapted to the Saturn. The main problem is the comprehensive testing that this option would entail when the game is scheduled for completion then release in early February, mid-March respectively. The fact that Magic Carpet would be the first game to utilise it would require extra care. If the option does miss the deadline, Andy is convinced it will be included in the scheduled Magic Carpet II sequel.

## ALL-SEEING EYE

The potentially disorientating playfields are countered by the 'all-seeing eye' – effectively a radar which displays all the level elements within the player's proximity as colour-coded dots. The eye makes the collection of mana and the location of creatures easier. However, the implementation at the moment has a difficulty. The detail in the eye is warping when the player moves, which provides a very pretty graphic twisting effect, but is sadly useless for a radar function. Although this will be sorted, the team are actually looking for a graphical use for the strange bug.





## CONCIOUSNESS

A high-level of artificial intelligence is a hallmark of the non-player characters found in all Bullfrog games. Magic Carpet has the most sophisticated yet (although this is set to be outdone by their Dungeon Keeper project). There are three distinct levels of computer generated intelligence within the game, for each of the different living elements within the world:

### MONSTERS



The monsters have a basic aim: to maintain themselves and destroy all others. However, the range of species evolve throughout the game so the later wyverns and dragons are much more skilled than the bees or vultures you encounter early on. Large beings use spells and seek out your vulnerable fortresses and weakened player. Alarmingly, the creatures show signs of group intelligence — if your castle is being attacked, surrounding creatures will swarm instinctively to share in the action.

### PEOPLE



Like the individuals in Populous, the human inhabitants are relatively weak and are there to be manipulated. Their settlements and encampments are at your mercy, and the spell that brings you mana may also be used to align them to your cause. Under your banner they will fight the other wizards and creatures, defending your fortresses. However, the people may turn against you, especially if ill-treated. One villager whose tent (and presumably family) was burnt to the ground, was seen running to the player's majestic stronghold to hurl stones at the wall!

### WIZARDS



Your real opponents are the seven wizards who are out for exactly the same as you — mana, by all means necessary. The highest level of AI has been reserved for them, and they populate the later levels. Each has, to some degree, a character, and all will take advantage of situations: heading towards large supplies of mana caused by a monster kill; specifically attacking your fortresses to gain mana; fleeing from attacks and using spells. They have also been programmed to learn your tactics, eventually getting wise and avoiding attacks. Once learned, they will retain the knowledge to use in your rematches on later levels. So the game is more difficult for the experienced player, as the computer players react to their tactics quicker.



# YOU CANNOT CHANGE THE LAWS OF PHYSICS

A unique and striking feature of the Magic Carpet world generator, is how the programmers have aimed to be realistic in terms of physical aspects, like the effects of gravity and momentum plus the effects of your magic. If you cast a fiery spell across a forest landscape, the trees will continue to burn after the spell is finished, effectively leaving blackened stumps. Raise a volcano, and it will eventually subdue into a smoking stack. The fractal landscape is subject to randomised effects, so no two chasms or volcanoes you create will look the same. Great care has been taken over the physics of the mysterious Mana balls. It's an impressive sight to see them trickle down a hill, and the have been given an amorphous quality like mercury — Mana balls that collide with enough force will melt into a larger sphere.





***The gantries on the walls are provided for archers who emerge to defend the castle from attack.***

# FORTRESS MENTALITY





***Castles built on precipices are limited in their expansion.***



***The third level castle has an outer wall to protect the central tower. This can withstand a certain amount of damage before collapsing.***





The idea of Castles arose as a means of defending your position within Magic Carpet — rolling around looking for Mana leaves you too exposed to the game's larger denizens which can destroy you in a frighteningly short time. Castles are a means of storing Mana which you would lose if killed, and also as a refuge to recover. However, since castles themselves are vulnerable to attack, they become a strategic part of the game: you have the option of just how much to develop your castle defences and how much time you will spend personally defending the place. Castles may be placed anywhere, and where they are placed has an influence on the game. For example, a castle built on water is safe from land-based creatures, but vulnerable to Kraken attack. Also, building near a settlement may offer your castle the protection of the locals, if they are aligned to you.

When a castle is built, it rises majestically out of the ground in one of the game's most impressive visual effects. At its central tower your balloon is stationed — an airborne engine that will travel to collect Mana you have possessed. Once you have located the castle spell and have sufficient Mana, you can enlarge your castle with further walls and towers, even archers who will patrol the walls. Larger castles can store more Mana. If your castle is attacked repeatedly, its walls will be shed until eventually the central tower is exposed, risking all the Mana contained there. This sequence shows the progressive rise of a castle:

# MAJOR ARCANA

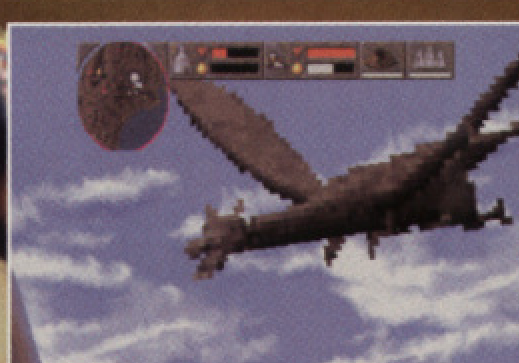




A wyvern unleashes a fireball directly at you.



Castles take on a drab aspect for the last 25 'Hidden Worlds'.



The monster sprites have considerable animated detail.





## THE SPELLS

### FIREBALL
The most used spell — will destroy any creature with enough hits. One of the spells in your wizard's 'starter kit'.

### POSSESSION
Essential to the game, so sensibly included in your 'starter kit'. Possession marks out neutral mana (or mana aligned to other wizards) as your own. Also aligns people.

### ACCELERATE
Originally two distinct spells on the PC (forward and backward), this is now a general purpose temporary burst of high speed. Use to flee ambushes or the dreaded Duel spell.

### CASTLE
Another mainstay, the Castle spell allows you to build, and then expand, your mana protecting castle.

### SHIELD
Simply put, a Mana draining spell that protects you from the magical or missile attacks of your enemies.

### HEAL
Another of the simpler spells. Converts Mana into health.

### CRATER
A magical means of removing the earth from under the feet of your enemies. Ground falls away in awesome fashion, damaging those in the location.

### EARTHQUAKE
A more powerful incarnation of the Crater spell, with a more devastating effect on the earth over a wider area.

### VOLCANO
Stupendous, highly-charged and highly draining necromancy produces a fully-fledged fire-spewer from the depths of Hell. Naturally lays waste to the environs.

### METEOR
The most powerful enchantment, a sky-filling eruption of fire that is particularly effective against the airborne attackers.

### LIGHTNING BOLT
A single charge of electrical energy working like a more powerful version of fireball.

### LIGHTNING STORM
A curious electrical phenomenon that unleashes a floating orb from which electrical tentacles trace the sky, seeking targets.

### MANA MAGNET
A utility spell cast on a mana orb which then attracts the surrounding mana to merge with it. Makes it easier for the balloons to collect.

### ARMY OF UNDEAD
Cool spell which raises a legion of skeleton warriors who trek across the world looking for victims. They attack indiscriminately, so injudicious use of this spell can lead to you or your castle coming under attack from your own warriors!

### WALL OF FIRE
A localised burning, with one particular foe singled out for body-hair singeing sorcery.

### DUEL
A spell which potentially cuts both ways. It forms a magical bond between you and an opponent, with no means of escape. Most strategically used to pick on a weakened enemy.

### INVISIBILTY
No surprises here. A necromantic favourite from Madame Mimm to Gandalf, both concealing and protecting the physical form.

### GLOBAL DEATH
A mysterious ultimate incantation that would prove devastating, if only you had the huge amounts of Mana needed to cast it on a regular basis.






# BESTIALITY

The spawn of evil comes in many forms; from lowly creeping things to majestic malevolent winged behemoths. Glimpse into the dark recesses of the Bullfrog Bestiary.



BEES
Angry swarms of puny attackers who actions disorientate and gradually weaken.



VULTURES
Low forms, acting like Hitchcockian winged horrors. Taking them out is a form of 'Carpet sport.



TROLLS
Lumbering, muscular and slow-moving, they pose a greater threat to your land-based castles than your sprightly self.



WORMS
Like the mysterious monsters of Herbert's Dune novels, these vast segmented forms roll around the shores. They have magic and contain large mana stores.



CRABS
A curious life-cycled creature that grows in size and power, until it is launching spells of considerable power. Its final act is to lay eggs which spawn further crustacean progeny.



GRIFFON
This classic hybrid creature, lion and eagle, is an aggressive winged harbinger, sooty black with demonic eyes. There are few sights more terrifying than a flock of griffins.



DRAGONS
The streamer-like Chinese form of dragon is used in preference to the quadrapedal European tradition, as dragons snake around the sky employing spells of greater magnitudes. They are bold enough to assault castles — and destroy them.



KRAKEN
The sea monster of every sailor's nightmares, hordes of Krakens make there way slowly across the ocean, only their strangely human torsoes visible.



WYVERNS
Dark representations like dragon and demon, wyverns have speed and aggression to match their magical prowess. Populating the later levels in number, they can rip the Mana from your body in seconds.





# BREAD OF HEAVEN

The central mechanic of the game is Mana, an esoteric substance that was central to previous Bullfrog games, Populous I & II. It's best likened to an energy force, one aligned especially to magic, and one possessed of all creatures. For reasons explained within the game's plot, a huge store of mana has been cast out across 75 different worlds, finding its way into the forms of evil creatures and unscrupulous sorcerors. You are a sorceror (and you can be as unscrupulous as you wish) who has the aim of collecting all the mana you can lay your hands on, by destroying the creatures who have attained it. Your method is magic, but those powers are limited to the spells in your arcana, and the mana you already have — as using magic itself disperses mana. In the game, pure mana appears as orbs scattered across the landscapes, to be collected by yourself or your airborne engines. Mana by itself is neither good nor evil. It belongs to no-one until it has been marked by the most-used spell you have, Possession. You are not the only one looking for mana, or the only character with the power to possess it. Your seven competing wizards are seeking it out, and as they gain more, their power grows too.



***The original inspiration for Magic Carpet's scenery was Celtic myth and legend. Although the game developed a Middle Eastern theme, shades of Uillean can be seen in stills like this.***





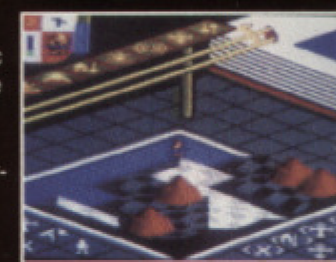




# THE GATHERING

Bullfrog would agree that Magic Carpet, despite being a departure, follows the strand that characterises most of Bullfrog's games. We've looked through the back catalogue for features and motifs that appear in Magic Carpet.

## POPULOUS



The game with the strongest resonances with Magic Carpet, which is in many ways a 3-D updating of the game idea. It has:
The Mana Concept. The idea of an energy force to be collected on a succession of worlds, and transferable into energy. However, Mana in Populous is invisible.
People. The first Bullfrog game introduced the idea of intelligent populations that could be used and influenced by yourself.
Spells. Magic was at the heart of the game, with ever more powerful spells available.
Land levels. Raising and lowering the level of land was simply portrayed, to become much more dramatic in Magic Carpet.

## POPULOUS II



Although not too different from the original game, many of the specific spells in Populous II: Pillar of Fire, Lightning Storm, Volcano and earthquake were introduced in isometric form. The permanent effect on the landscape was also a novelty.

## POWERMONGER



A strategy war-game that first used a malleable 3-D world, displayed from a more flexible range of perspectives than Populous. The idea of fortresses being used as defensive positions arises here, and the use of sound effects for an outdoor ambience is an idea expanded in Magic Carpet.

## THEME PARK



Not as divorced as it may seem, especially in game mechanics. Bullfrog certainly ported some AI routines to their management game, but the real connection is with the cartel of Theme Park owners that oppose you. These find form as the seven opposing wizards in Magic Carpet, competing in the game with you.

## HI-OCTANE



Bullfrog's most recent release has none of the strategic elements of Magic Carpet, but its 3-D course generator bears a striking resemblence to Magic Carpet's world generator. The free-form nature of Carpet has resulted in significant changes, but the landscape 'feel' is similar. Morphing landscapes are also a feature of both games.

***A skeleton army has found its way to the walls of your castle, sets to work on its destruction.***







PROJECT
NFL QUARTERBACK CLUB

PUBLISHER
ACCLAIM

INITIATED
MARCH '95

RELEASE
APRIL '96

FORMAT
SATURN

DEVELOPERS
IGUANA

**A last minute arrival in the office finally showing some signs of life at Acclaim, who have been the slumbering giant of the next generation console market.**

**Acclaim acquired Iguana Entertainment last year in a highly publicised and very expensive deal. The American developer had worked with the firm for several years on a variety of projects, but their most celebrated titles had been sports conversions, notably NBA Jam and their football games (some of Iguana's original team had come from the first Madden game's developers).**

Iguana are now one part of Acclaim's dual development strategy, (the other arm being Croydon-based Probe Software) and it would seem the sensible option for them to concentrate on the American sports market. NFL Quarterback Club '96 follows on from the '95 versions, which appeared both on Megadrive and 32X. Naturally, the Saturn version is a leap forward in technical capability.

What Acclaim have in mind is a raft of sports titles based on the most popular American pastimes; wrestling, baseball, basketball and American football, all commonly using their 'Motion Capture' technology.

Motion Capture, as detailed previously by MEAN MACHINES, is a method of computer animation using filmed actors or athletes performing the action required to be animated. It's more flexible than digitising animation, which uses the actual film frame, as Motion Capture only requires data of various points, usually marking the limb joints and extremeties of the subject. In NFL, the players are rendered figures, whereas the referees are depicted as actual digitised figures.

No American Football game has had that much impact since John Madden's '92, which was perceived as an amazing breakthrough. Perhaps, NFL QB '96, Acclaim's first home-grown next generation game, will open a new era.









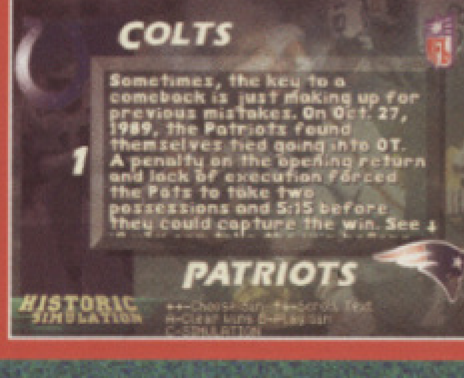




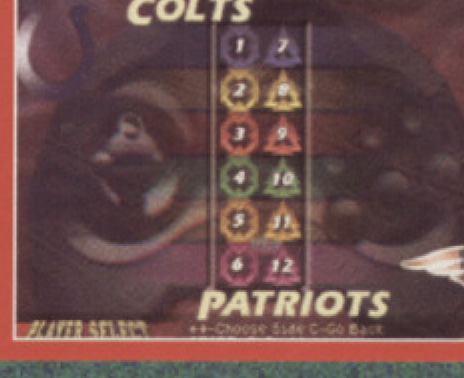


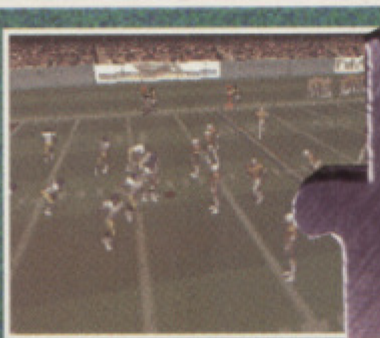
## HISTORY DICTATES

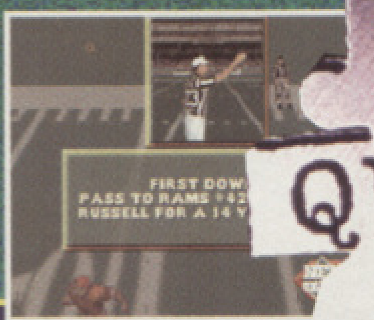
The Quarterback Club series has been characterised by some quirky additions to the main season action. In the original, this was a bizarre training ground. Here, it's a chance to match the greats or rewrite history by attempting one of the game's recorded 'great moments'. A scenario is laid out, with a specific goal set for your team. The real purpose of this is to let you see how particular plays are useful in specific situations.



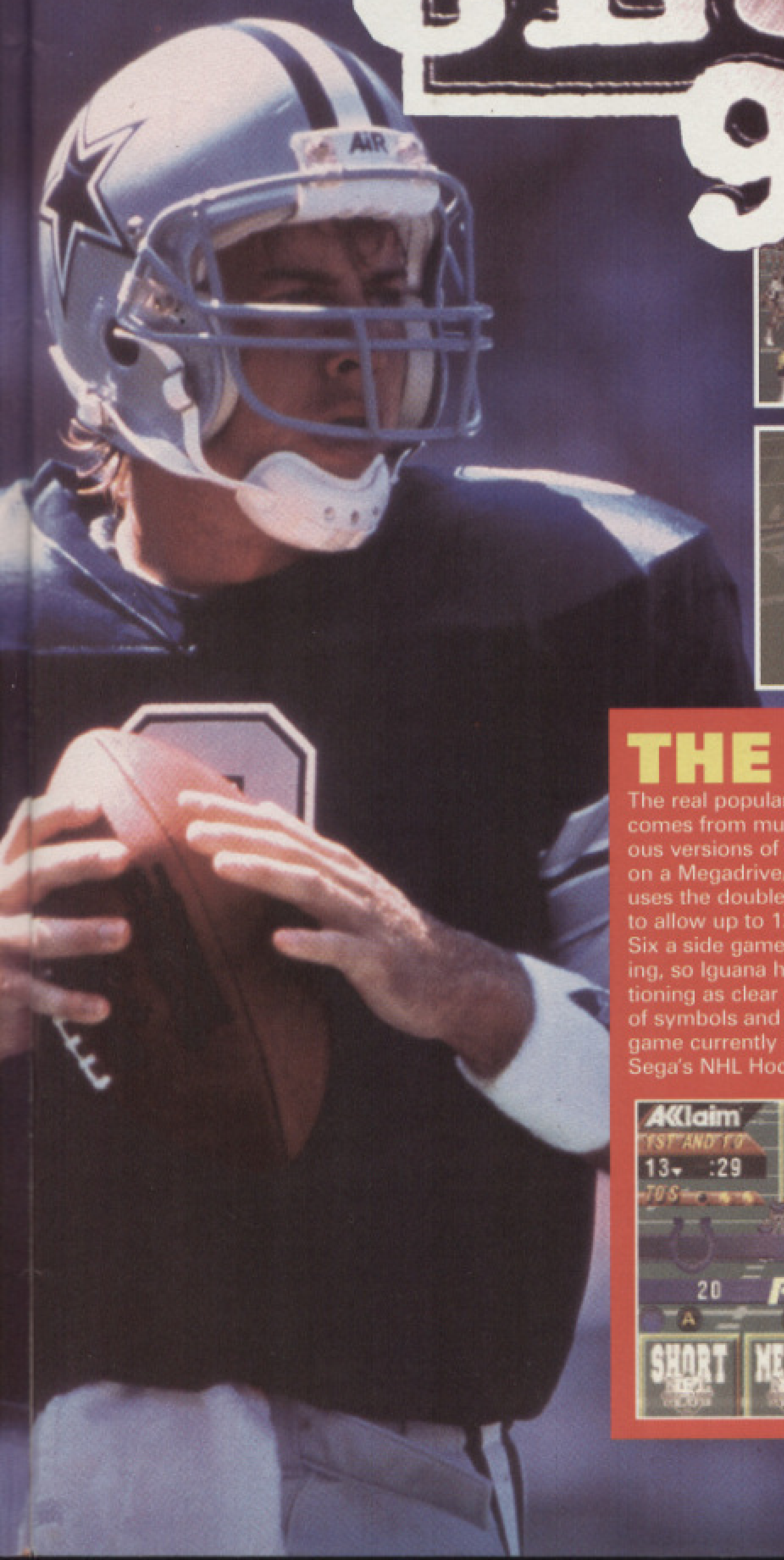


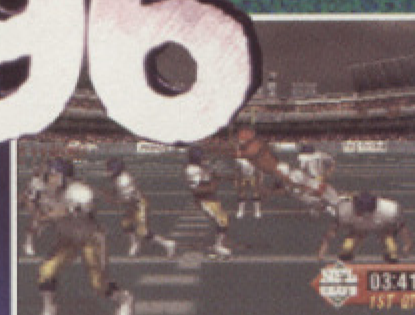


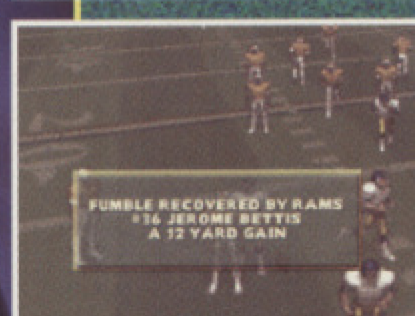





# NFL QUARTERBACK CLUB 96





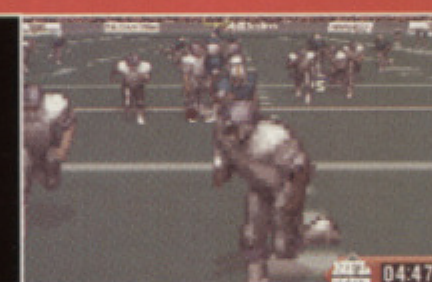




## FROM THE SIDELINES

Now becoming the norm for Saturn sports games, NFL QB offers a range of viewing positions that frees up the player in viewing perspective. NFL's are impressively varied, though some are more practical than others. The sideline cam, for example, offers a view that appears pretty realistic, but is impossible to judge depth from. Most will opt for the angled views that pan automatically to follow passes and punts.

### VIEWS (TO DATE)

SHOULDER CAM




ACTION CAM




SUPER PASS CAM




BLIMP CAM




COACH CAM

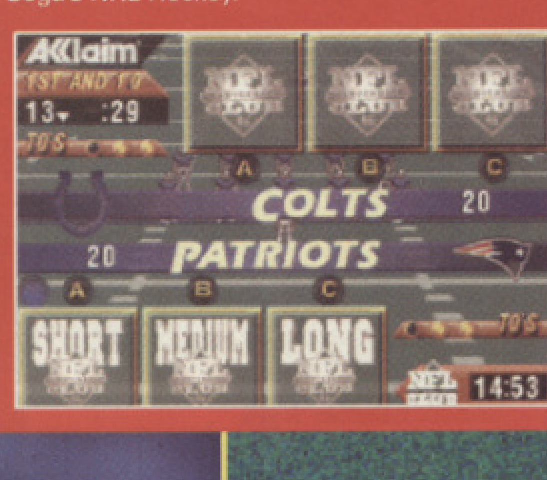



CROWD CAM




## THE SCRUM

The real popularity of sports games in America comes from multi-player capability. The previous versions of QB allowed up to five players on a Megadrive/32X but the Saturn version uses the double-multi-tap ability of the Saturn to allow up to 12 players playing at one time. Six a side games were potentially very confusing, so Iguana have made each player's positioning as clear as possible by using a variety of symbols and colourings. The only other game currently offering so many players is Sega's NHL Hockey.






**PROJECT**
DARIUS

**PUBLISHER**
ACCLAIM

**INITIATED**
MID '95

**RELEASE**
MARCH '96

**FORMAT**
SATURN

**DEVELOPERS**
TAITO

**Acclaim in fish-game shocker. Why should a Japanese shoot 'em up with bionic trout be unleashed on our shores? Gus investigates.**

**Taito are an old name in the arcades. Responsible for some really smart early coin-ops (funnily, none spring to mind) their recent output has been less inspiring compared to the amazing Model 1 and 2 cabinets put together by Sega. They instead seek refuge in the cut-down scrolling shooter cabinets. Nevertheless, these translate remarkably well to the Saturn, whose architecture is perfect for two-dimensional scrolling games, with more layers of parallax than other 32-bit machines, and a fast enough processor to handle lots of sprites.**

Darius springs from an old coin-op of the same name that was a bit of a reply to Konami's Gradius series. Its big innovation was a two-player option and a synchronised split-screen, with two monitors set in horizontal sequence for a panoramic playing area.

This has, of course, gone. But the game's essentially fishy enemies have been retained, as has the multiple course structure to the game. Instead of a linear level development, Darius offers you a series of choices after each level, which fan out into six different endings. The result is a mind-blowing number of different bosses, and a game which will take a considerable amount of time to plough through.



## SPOOKY BITS

Darius is characterised by some really creepy effects in the background. Between each level you undergo a kind of hyperspace smearing effect. Then there's wibbly backgrounds, strange lights, transparency, rotating cylindrical background elements and colour-cycling. Every conceivable hardware/software effect is employed.

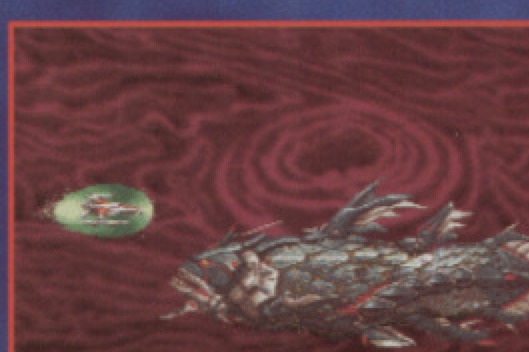


*Menaced by giant shrimps, you try to avoid ending up as side salad.*

## THE MASTER RACE

Darius puts great store by its bosses. These are of the old school of game mega denizens; lots of little bombs and the occasional lurch across the screen. Wonderfully nostalgic stuff. And they resolutely refuse to die. The Japanese designers have also come up with spanking names. The early ones we show you sound quite sensible, but will you ever get to see 'Risk Storage', 'Curious Chandelier' or even 'Vermilion Coronatus'. More to the point, will you be able to spell them?











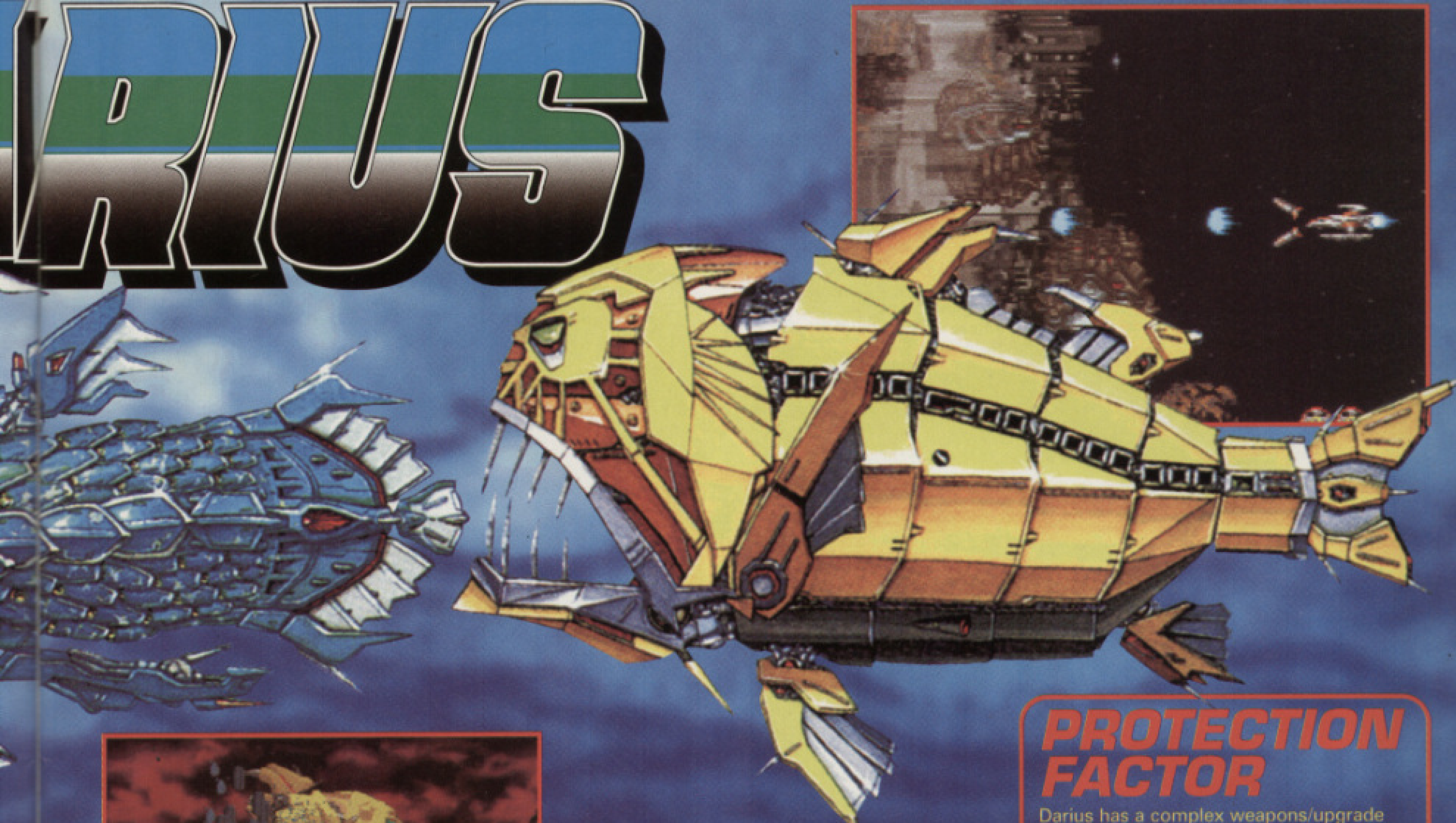


*You grab a fish by the ball.*



*Fish joins your side for a bit.*

# RIUS



## PROTECTION FACTOR

Darius has a complex weapons/upgrade system that initially fails to make much sense. Soon it does — stay alive or be filletted. For each shield you collect, power in three areas (shielding, front weapon, ground weapon) is added. As long as you stay alive, this power will grow. You cannot select new weapons, but they will automatically replace your earlier lasers with enough collected tokens.

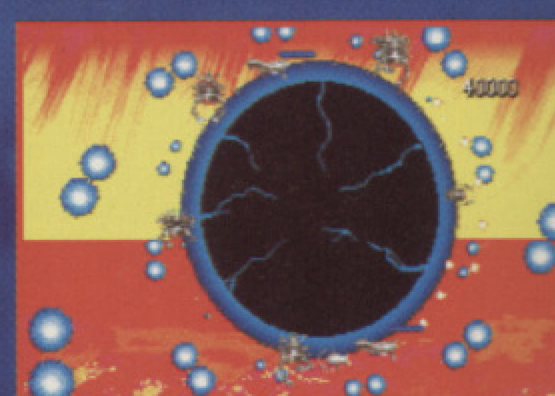



*Cripes! Cybernetic haddock!*





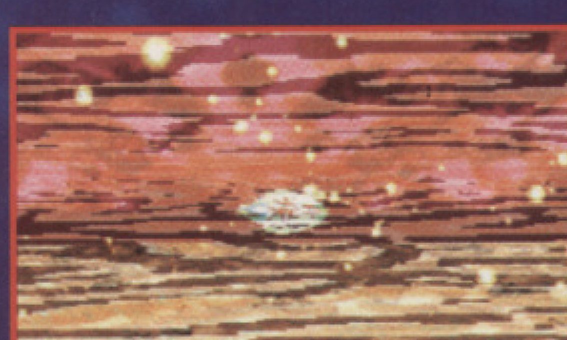



*What a lovely smart bomb. It's cosmic man!*




*Watch out for old fish breath.*



*Lovely wood panelling effects!*



*Under assault from the disco lasers.*

| | |
|---|---|
| PROJECT | BLAM: MACHINEHEAD |
| PUBLISHER | CORE DESIGN |
| INITIATED | JULY '95 |
| RELEASE | MARCH '96 |
| FORMAT | SATURN |
| DEVELOPERS | CORE DESIGN |

**Fancy something explosive between your thighs? Step with Gus into the lewd world of boobs and bombs that is Core's Blam: Machinehead.**

# BLAM! MACHINEHEAD

**To some people, a computer programmer is a nerd in a Littlewoods pullover, NHS specs and a Chris Evans haircut. With no friends. Standing before me, Andy Sandham at Core Design does not fit this particular profile. He's big, he's Scottish and, let's just say, don't get caught staring at his pint.**

This is perhaps a little unfair as I have chosen the day of Core's Christmas party to view Blam: Machinehead. The other Core teams have long since repaired to the pub to begin the festivities, and I have no doubt where Andy would rather be. However, he is quite happy to talk about Blam!, a game which he has basically shaped in plot since initially being asked to design a sequel for Battlecorps. In his own words, he "couldn't be arsed" re-developing the two year old Mega-CD game for next generation formats – he had more original ideas of his own. Those ideas were for a strategic but uncomplicated shoot 'em up, with some tongue in cheek plot motifs. – "William Gibson meets Benny Hill" is their own comment on the game's look and feel. Like Battlecorps, and for that matter Core's Christmas hit Thunderhawk 2, Blam! uses a 3-D polygon perspective, although the game engine is wholly original, developed on PC first. There is also heavy weaponry involved, but in Blam! the element of control over this weaponry is tempered by the twisted plot, which can be summed up as 'Bird on a Bomb'.



## SUICIDE BLONDE

Blam! starts as a technological breakthrough of the early 21st century. In the first decade, scientists have developed nano-machines: technology based at the molecular level. These infinitesimal machines have the ability to replicate and complete an incredible diversity of tasks.

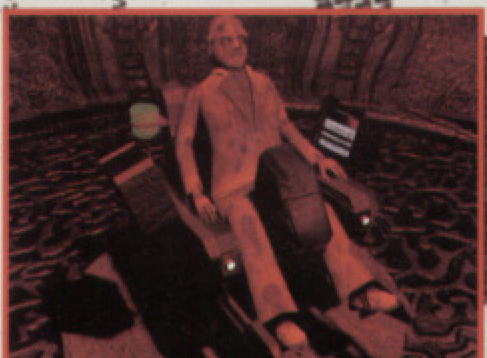
One particular scientist, Tony 'Flabby Defresco', responsible for nano-programming, begins abusing the technology by encoding nanomachines with his own DNA, instructing them to reprogram everything else to its pattern. It was the act of a man with no friends, a fast-food fixation and a body-odour problem. But soon that didn't matter as the mind-boggling nano-replication engulfed the whole of humanity in a matter of hours.

10 years pass and, like a grotesque god, Tony sits at the centre of a nightmarish world of monsters and mutations created on his whims, but as much a prisoner of his own creations. He knows that a pair of isolated scientists, sheltering underground, have developed a bomb to destroy the Machinehead core — himself.

That pair are Kimberley Stride, a pneumatic young lady with a brilliant mind. She has just finished the guidance system, with the aid of her rather pervy assistant Orville McCandle. Sadly, her misplaced trust in McCandle is abused when he knocks her with a spanner and straps her to the incendiary. Before that, Orville couldn't help dressing her up in a skimpy PVC outfit and styling her hair with the world's last pair of styling tongs, just to please him. She looks dynamite.











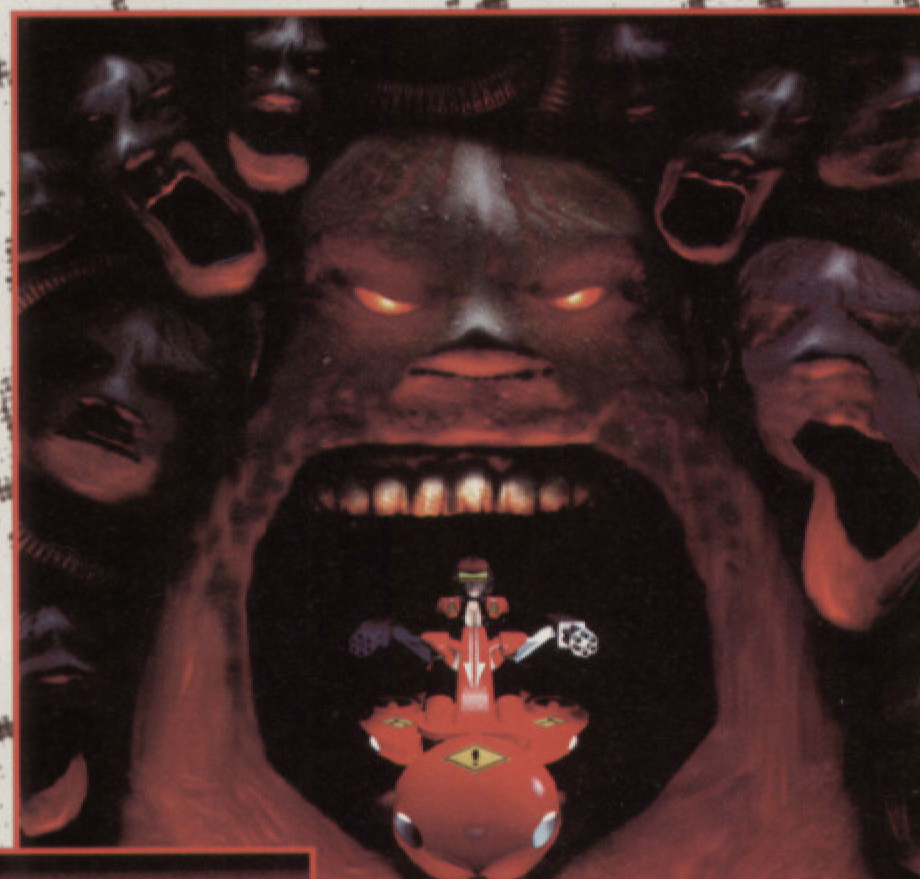


# AM!
## NEHEAD



## SECONDS OUT

Kimberley's original plan was to send the bomb directly to the Machinehead Core. Now, strapped to the bomb in the Vorpal Blade, Orville is calling the shots. On each of the four game levels he makes demands which you must obey. These are detailed in the FMV sections prior to the game level. It's important to follow these more attentively than most FMV sections, as Orville is pretty specific. Fail to comply and a game of chicken commences, with Orville sporadically turning on the bomb's three minute timer in short bursts.



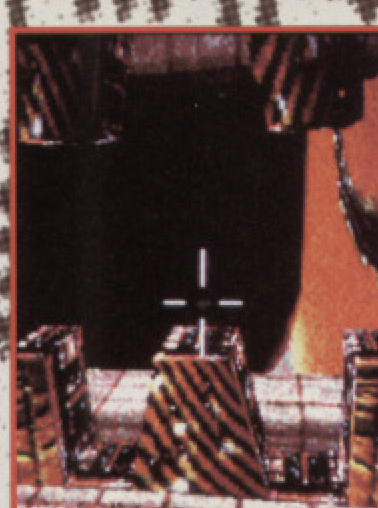








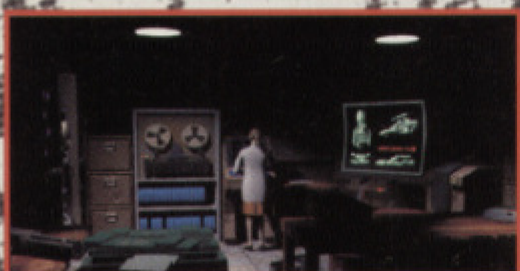




## BIRD ON THE WIRE

To confuse things, Blam! incorporates a secondary playing area called the Machinescape. This is, in the best traditions of Internet geekery, Cyberspatial. It depicts the virtual mind of the Machinehead, and so is equally hostile to the Vorpal Blade. It's also an excuse for the programmers to go all trippy and introduce loads of gratuitous visual effects. Cyberspace does serve a vital function, however, as it contains objects missing from the real landscape in virtual form. These are held within chambers situated at the edge of the circular Cyberspace. Disorientated? Never mind, just locate the objects and match them in your mind to the missing pieces of the landscape. When you return, pieces of the landscape will have been altered, usually allowing you to complete a hitherto impossible mission. Entry to Cyberspace is via terminals provided on all levels.





## INTEGRATION

Continuity within the game structure extends beyond the interlinking plot sequences. Blam! is structured so that the activities and items of one level extend into the following sub-levels. The game has four distinct levels, subdivided into three parts, with most work done on the initial two missions; The Train and The Agent. The Train exemplifies the idea of continuity, as it is central to each stage of the first level. The first task involves locating and powering the train, the next stage has you guiding the train around a network of track, avoiding enemy trains. The final section has you replacing sections of the track from the Machinescape to allow the train to make its final ascent.


















*This stage rewards you with a giant polo mint.*



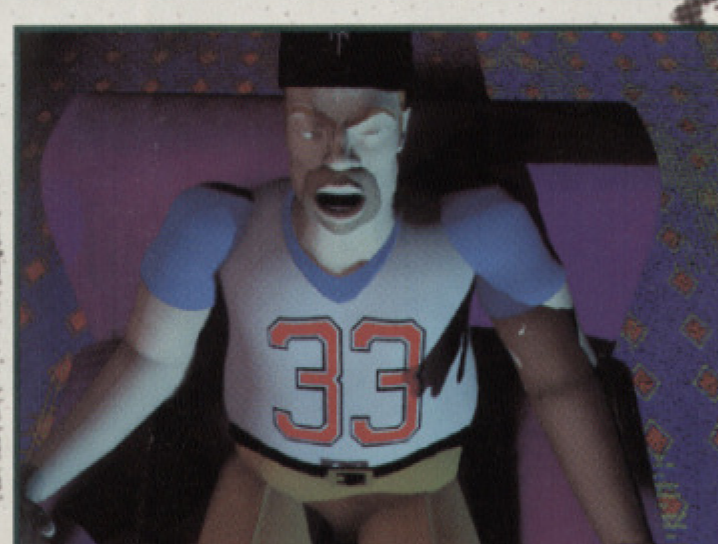




*Bondage babe Kimberly Stride tests the big bang theory. Of course, filth like this has no place in games.*

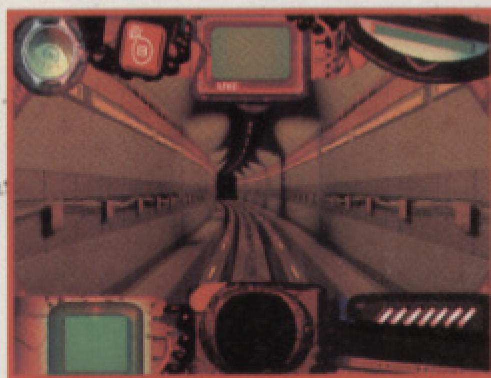
## POP ART

Blam's punchy cut sequences were created from comic storyboards, originally in sketch form. The project has its own writer specifically to script scenes and dialogue. The comic strips may find their way into the final boxed product.













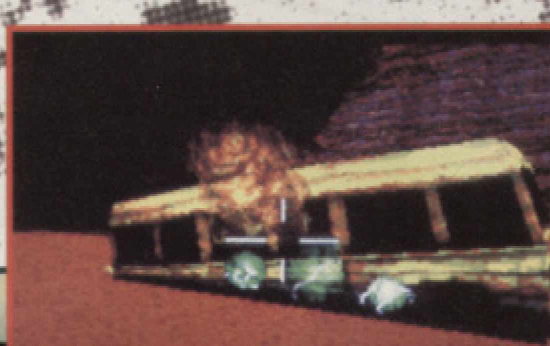








*Something tells us this chick's coat's too tight.*

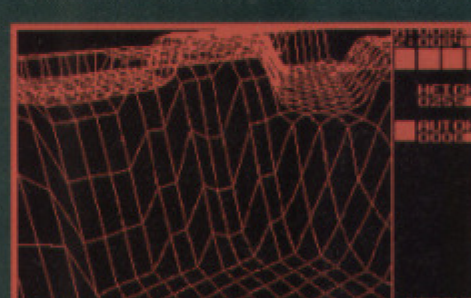






## NIL POINT

The biggest problem with the Saturn conversion process (Blam! is written primarily on PC) is the memory restriction created by the 2MB RAM of the Saturn. The detailed texture-mapping of the Machinescape uses more memory than anything else in the game, and those textures have had to be simplified and adapted to occupy less space. General grumblings about some of the other machine's workings belie the difficulties involved in porting games from one format to another using the C language. The mechanism of polygon generation the Saturn uses squares instead of more economical triangles echoes problems Bullfrog experienced with Hi-Octane last year.



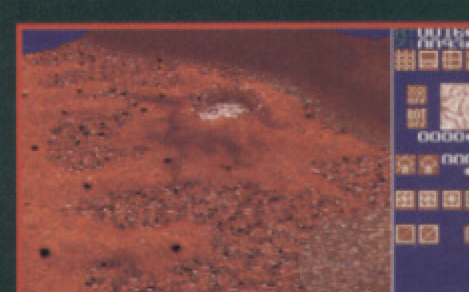
*The mechanics of texture-mapping...*



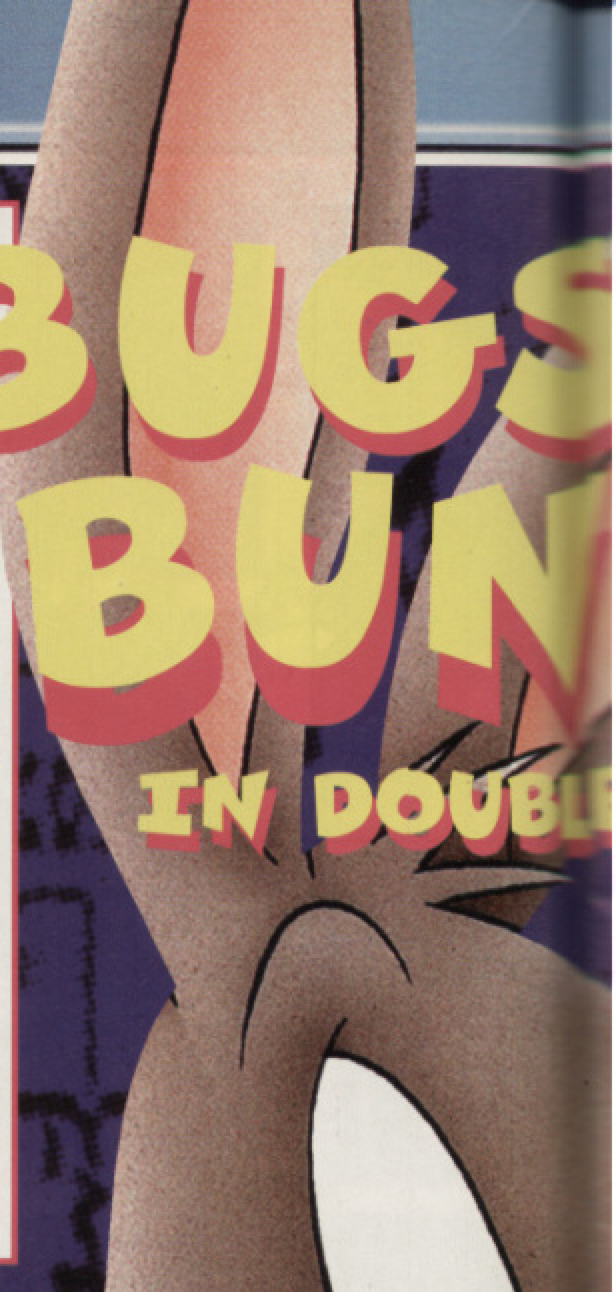
*...demonstrated through two different...*



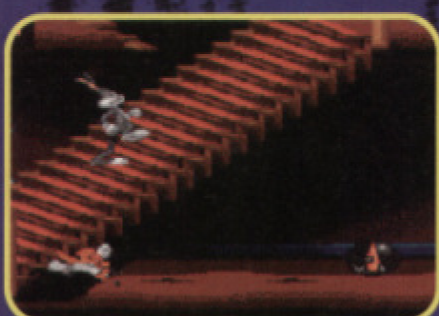
*...sequences of memory-intensive...*



*...polygon generation.*




| | |
|---|---|
| PROJECT | BUGS BUNNY IN DOUBLE TROUBLE |
| PUBLISHER | SEGA |
| INITIATED | JUNE 1995 |
| RELEASE | EASTER |
| FORMAT | MEGADRIVE |
| DEVELOPERS | CLIMAX/PROBE |



**Toy Story will give future Megadrive games a tough act to follow, but Sega are having a crack at a title aimed at a similar market with the forthcoming Bugs Bunny in Double Trouble.**

Eleven levels of principally platform style action will also feature various guest stars, including Daffy Duck, Porky Pig and Yosemite Sam in various disguises. Lesser known characters such as Gossamer and Babyface also make an appearance, preserving the feel of the classic Warner Brothers shorts. All the scenarios and situations are loosely or exactly based on those seen in actual Bugs Bunny cartoons. Bugs Bunny in Double Trouble has been developed for Sega by Probe, with graphics by Climax, and is expected to hit the shops around Easter. In the meantime, we sneaked a look at some of the earliest work on the few existing levels...



## BULLY FOR BUGS

Being thrust into the centre of a bullring with an angry bull isn't the easiest of predicaments to escape, but Bugs finds a way out with characteristic deviousness. Allow yourself to be tossed into the air by the bull and grab some of the sticks of dynamite conveniently floating around on the end of parachutes. Get the bull to knock the dynamite into one of the pot holes and you're away. Once into the labyrinthine tunnels under the bull ring look for all the components you'll need (such as sandpaper, TNT etc – doubtless all manufactured by Acme) and emerge back to the surface to execute your escape. You can leave the bull to the mercies of the slumbering lions in the cages down below.





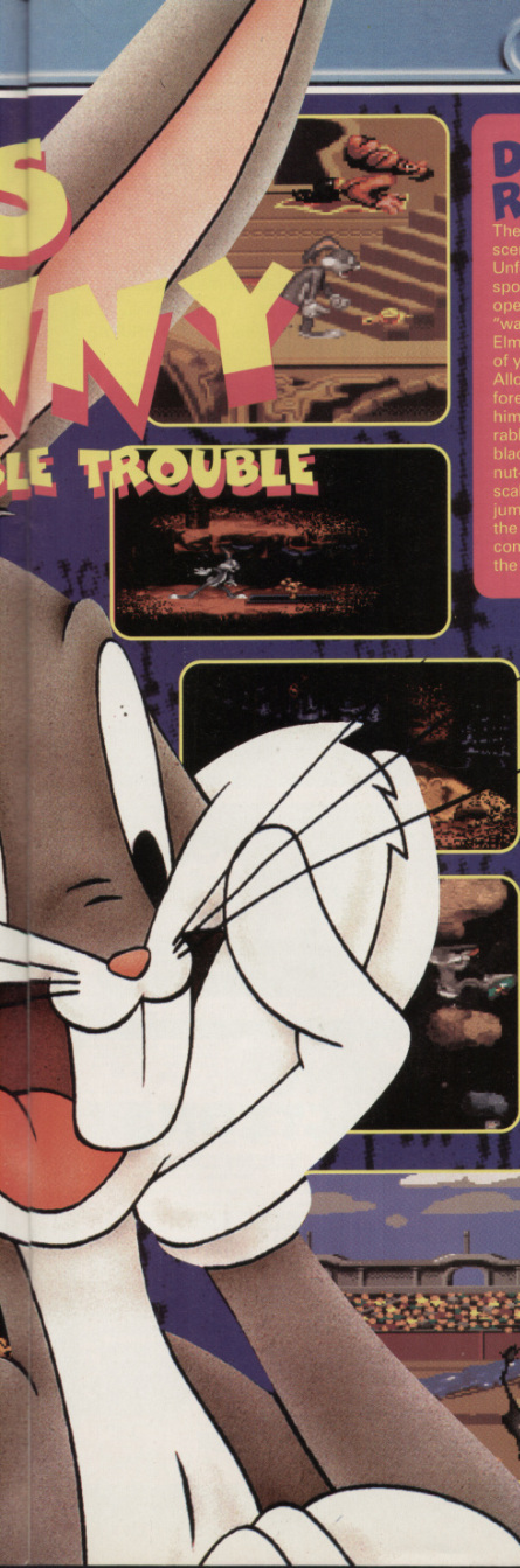


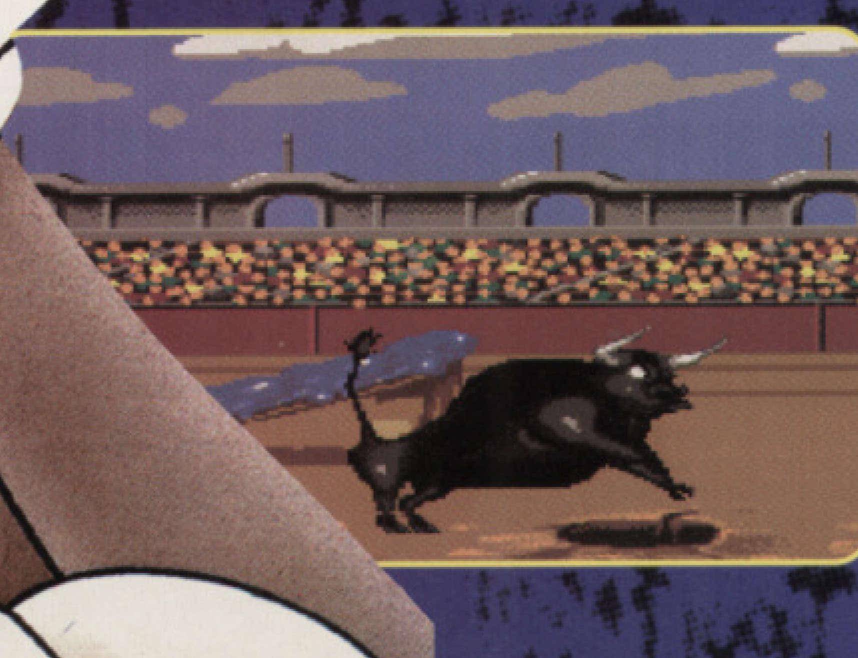










## DUCK RABBIT DUCK

The familiar setting of Bugs's forest home is the scenario for one of the game's three opening levels. Unfortunately, the tranquility of countryside living is spoiled by that classic Warner Brothers device – the opening of rabbit season. Or maybe that should be "wabbit season", seeing as the vocally challenged Elmer Fudd is doing the hunting. The only way out of your predicament is by dropping Daffy Duck in it. Allow the frantic mallard to chase you through the forest, taking care to stay a hare's breath in front of him (groan). Every time Daffy passes by one of the rabbit season signs it flips round to show a certain black duck. Watch out for caterpillars and vicious nut-throwing chipmunks on the way. Get around by scaling tree ladders and vines – particularly tricky jumps can be achieved by launching yourself off the top of Porky Pig's ample tummy. If you complete the level, Elmer marches up and blasts the duck instead of you at the end.







## HAIR-RAISING HARE

A haunted mansion is the setting for this spooky level – as yet, such little is programmed that it's impossible to work out exactly what's going on, but Sega have promised a series of doorways opened by colour-coded keys which grant access to various locations around the house. Watch out for the orange blobby bloke – Gossamer, to Warner Brothers enthusiasts – and vampire bats which pursue you round the house. On the bright side, there's a heavily made-up rabbit babe (should that be bunny girl?) tempting you into the house's darker corners. Beware rabbits bearing lips, that's what we say. Underneath the house, Yosemite Sam is in mad professor mode, conducting bizarre experiments in his laboratory dungeon.





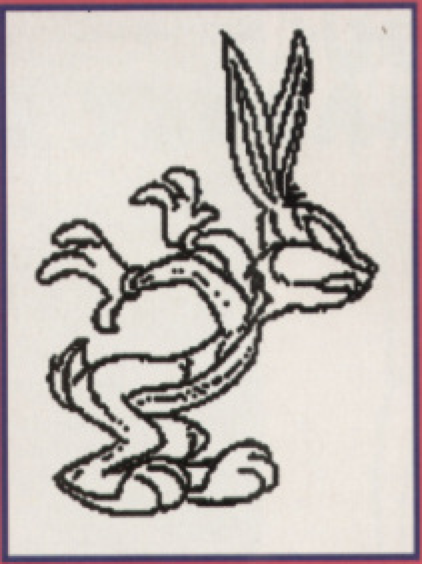




***"They laughed at me at the Academy, called me a fool!" etc.***

# BACK TO THE DRAWING BOARD

With such a lucrative license as the classic Warner Brothers stable of characters, the legendary film studio have been understandably strict about the depiction of their characters. "We had to be very careful," says Sega producer Mike Gamble. "When we originally researched the project we ploughed through a stack of videos looking at the way Bugs Bunny was drawn. When Warner saw what we were doing with the character they started pointing out that we were using Bugs's 1965 body and his 1949 ears, things like that. The character is constantly evolving, and we had to make sure that the Bugs we used in the game was bang up to date with the image he's currently got."

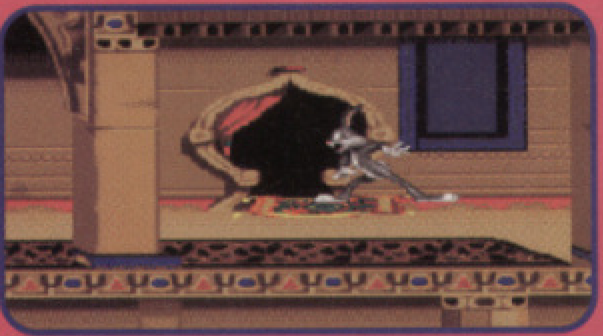


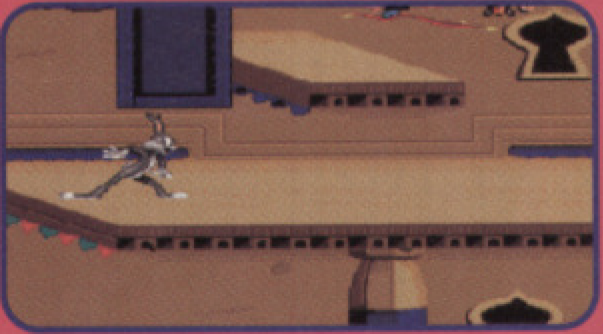




# HARABIAN NIGHTS

Yosemite Sam reappears as a bonkers Kalif in this level, which sees you whizz around the turreted batllements of the Middle East on magic carpets. Lob clockwork homing carrots at the castle guards in your quest to find the genie of the lamp. He's big, he's green and he's hopping mad.












# HAREDEVIL HARE

The second half of the game takes place on Mars and introduces one of our all-time Warner Brothers faves – Marvin the Martian. In this game of 3-D Asteroids, Bugs and Marvin attempt to knock each other off their space scooters. Collect the floating fuel tanks which occasionally appear between the asteroids in order to keep your mini-spacecraft chugging along.



***Give your extra-terrestrial nemesis a kicking in this spacebound scooter smash.***



***So just why was that little green fella always dressed as Roman soldier? Well?***

# COMING ATTRACTIONS

Future levels will include 'Mad as a Mars Hare', a Defender-style affair with Bugs crouched inside a tiny flying saucer – you'll have to dodge the laser fire from Marvin, the lava from a spitting volcano and the erratic driving of Space Cadet Porky. 'Hairway to the Stars' will be another platform level. You'll need to locate and carefully synchronise four switches hidden in a maze of Martian platforms. If you're successful in fending off Marvin and holding on to your 'Audium Q36 explosive space modulator' (we don't know what that is either) then you'll get to leave Mars in an escape shuttle. Hidden somewhere on every level in the game is a small Warner Brothers logo. If you succeed in picking this up you'll enter the bonus level, where "you'll have to pick up carrots or something," according to Mike at Sega. "We're not quite sure yet!"



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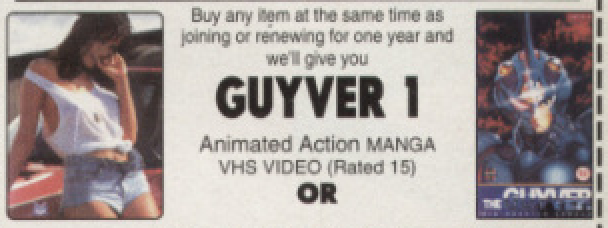
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PREVIEWS

# GUARDIAN HEROES™

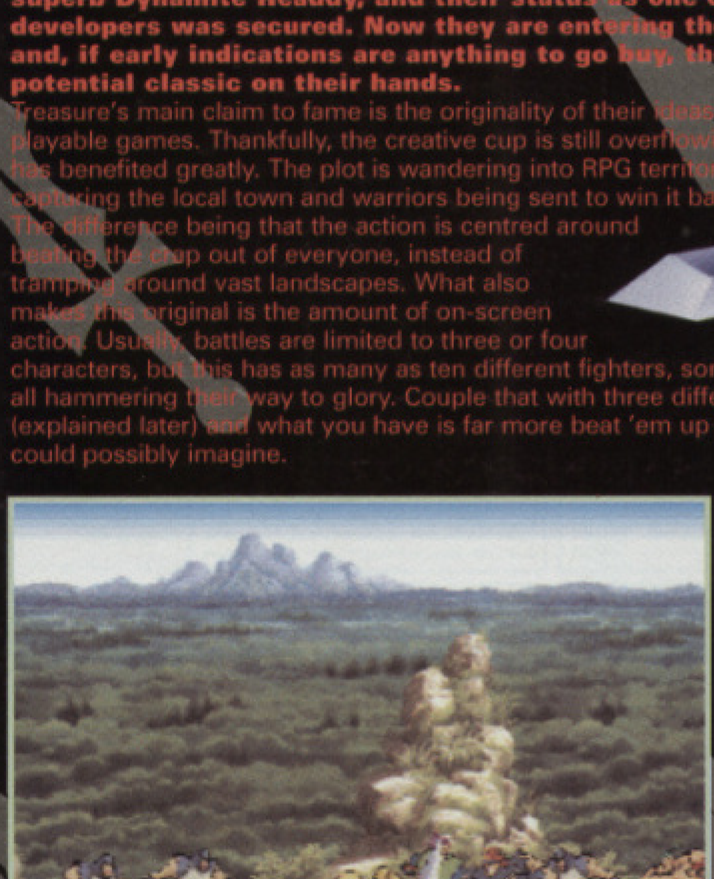
| | |
|---|---|
| BY | SEGA |
| GAME TYPE | BEAT 'EM UP |
| PLAYERS | 1-4 |
| PRICE | £44.99 |
| RELEASE | MARCH |
| COMPLETE | |



**Treasure are a software house that appeared to come from nowhere with their first major title, Gunstar Heroes. The game is now regarded as one of the finest Megadrive titles ever produced. However, some people weren't satisfied and the phrase "one hit wonder" was bandied about rather unfairly. But Treasure dumbfounded their critics once again with the superb Dynamite Headdy, and their status as one of Sega's best developers was secured. Now they are entering the Saturn market and, if early indications are anything to go buy, they have another potential classic on their hands.**

Treasure's main claim to fame is the originality of their ideas and their extremely playable games. Thankfully, the creative cup is still overflowing and Guardian Heroes has benefited greatly. The plot is wandering into RPG territory, with an evil demon capturing the local town and warriors being sent to win it back.

The difference being that the action is centred around beating the crap out of everyone, instead of tramping around vast landscapes. What also makes this original is the amount of on-screen action. Usually, battles are limited to three or four characters, but this has as many as ten different fighters, some good and some bad all hammering their way to glory. Couple that with three different perspectives (explained later) and what you have is far more beat 'em up festivities than you could possibly imagine.





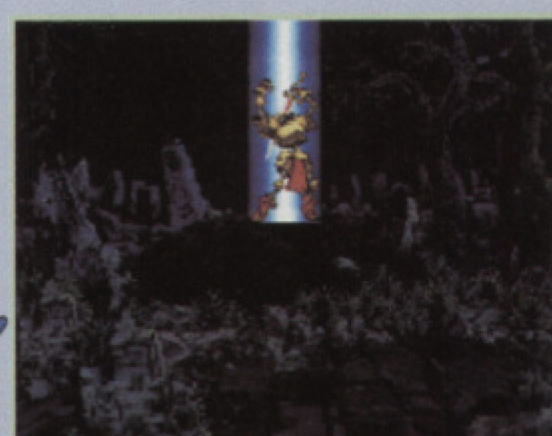


## JUMP AROUND

As hinted at in the intro, this game is not just restricted to one playing area. Using the L and R buttons causes you to leap back or forward a space, getting nearer or further away from the screen. This enables the action to take place from three different 'paths'. Obviously, the further back you are, the smaller your character gets, and the heat of battle becomes harder to make out. But as you jump back towards the screen, your fighters and the enemy scale to size and the action gets suitably more frantic.

## A HELPING HAND

As well as the standard two player mode, at certain points in the game some of the characters you didn't choose decide that as you're getting a complete caning they're going to jump in to help you. You pick up one of these characters as early as the Graveyard level, and he stays with you 'till the very end. Others will join and fight for the duration of the stage you are currently on. However, their services are not just for fighting. By pressing X, a speech bubble appears, and you can select to move your 'buddy' to various positions on the screen. They can be made to stand in front of you, so that they take all the hits, and the same for behind you. They can also be made to stop or start attacking, or just stand there being completely gormless. The choice, as they say, is yours.



*Arise from the dead you evil spawn of the devil's son. Or wake up Gus.*



*Let us pray. Lord thank us for this dinner, and my groovy green slacks.*

# TAKE YOUR PICK

The most novel aspect of the game is the chance to change your script as you play. After a certain number of fights and people destroyed, you get the option to choose your next place of battle. Usually there are three options to choose from and, depending on which one you choose, these affect the background and the characters you fight. The best thing about this is that the game can be different every time you play, with all the different people becoming harder to find, especially as you keep forgetting which avenue you went down. Some of the paths will dramatically reduce the length of the game, but others will almost double it if you are lucky or unlucky enough to pick them.



*Iiinnn one, we have the lovely town level with matching sofa and curtains.*



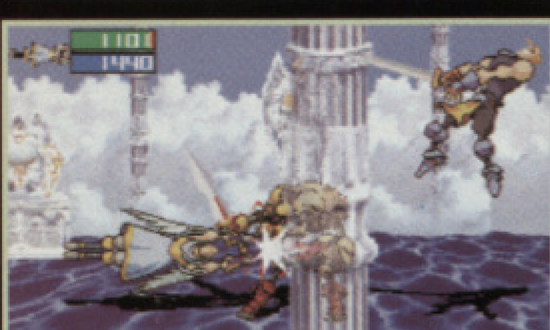

*Welcome to Bullseye, super, smashing, great. On the oche etc.*



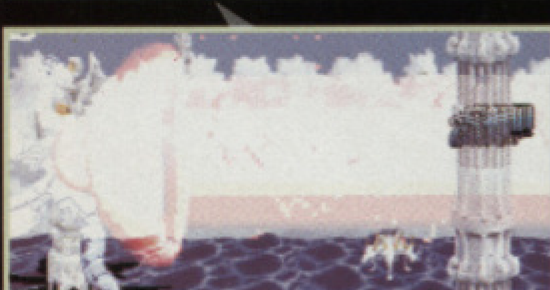
*Iiinnn two you get a lovely tour through the countryside. Or a mini.*



*And Bully's special prize, a pack of dogs out to kill you. Smashing.*





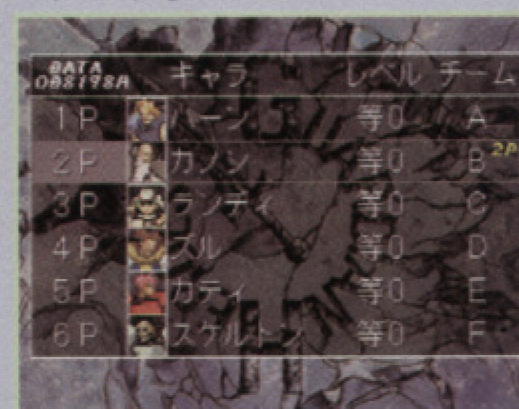


*Bet you don't get that in heaven...*



# I CHALLENGE YOU, YOU, YOU AND...

Another brilliant addition is the multi-player battle. Should you be in the position of having a tap and enough joypads (and mates), this game takes on a whole new appeal. By selecting the versus mode, and using all the previous peripherals, the action switches to one screen where all the fighters contest a battle to the death where the last person standing wins. Not only does this make for much hilarity, it can also facilitate an incredible amount of backstabbing. Powerful magicians can all do plentiful damage if they are far enough away, but the most annoying character is the little rabbit who usually follows Randy around in the normal game. Because Edward M. Cognac (his proper name) is so small, he can hide behind the scenery and wait until almost everybody is dead before starting his attacks. So to prevent the furry git winning all the time, cast a few spells and gang up on him, because it does get very annoying, believe me.






*One man and his wand show us the way. Down to the chippie, then left...*

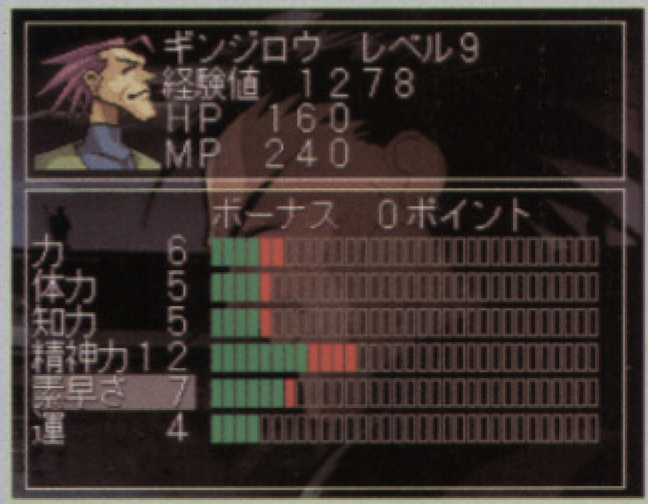



*Congratulations, and celebrations. Crack out the champers, bravo.*



## EAT YOUR GREENS

Once one of the boss characters or a suitable path has been taken, the chance to 'promote' your character appears. This consists of six elements that will benefit your fighter in a variety of ways. The six characteristics are Power, Energy, Knowledge, Spiritual, Speed and Luck. Obviously, if it's a superhuman fighter you're after, then pumping up the Power and Energy will grant your wish. The more Knowledge and Spiritual the person has, then the more equipped they will be when it comes to magic. However, as a general rule, it is much more beneficial to increase everything more or less evenly to bring out the best in the characters.

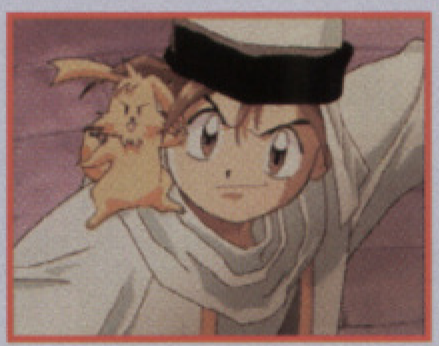



## THE FAB FOUR

**There are four characters for you to fight under, and guess what? They all have completely different fighting styles. Novel eh? Anyway, here they are, in all their glory...**

### RANDY M. GREEN

Bizarre names just keep on coming. This chap has only just become a magician, and has a partner by the name of Edward M. Cognac. The rabbit can be used for a kind of clear out attack, as he burns all enemies by turning himself into a flaming ball of fluff. Overall, he is a bit weak at protecting himself, but makes up for that with a good general technique.



### HAHN SAMUEL

The traditional beat 'em up character who carries a sword and has huge muscles. His sword is immensely powerful and carries the bulk of his force, and he has a couple of particularly nasty jumping attacks. However, his magic-casting abilities are somewhat limited, seeing as he has only one spell. He is slow, but his power more than makes up for that. He may take a while to really get used to.







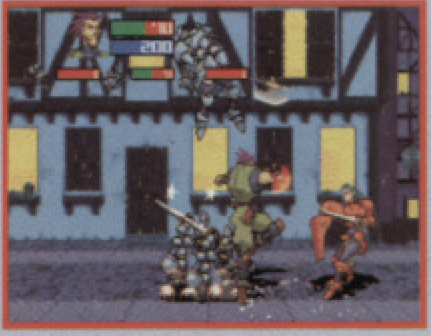




### IBUSHI GINJIRO

For argument's sake, we'll call this guy Ninja and be done with it. Even so, he is easily the best character in the game, with the widest range of moves you are likely to get and lots of magic to add to his arsenal. He also has lots of good air attacks that can scatter any opponents in the vicinity. This is the best character to get big combos with – we managed 125 hits!







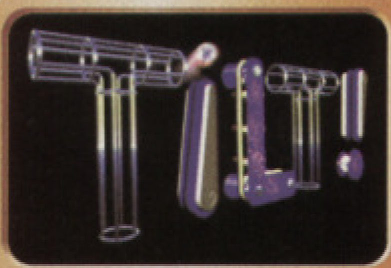
### NICOLA NEIL

Despite sounding like an Essex girl, she is in fact a priest from the local temple. And although she doesn't possess a weapon as such, she makes up for this in the magic stakes. Her attacks in general are weak, and are more for defensive than offensive purposes, but a couple of good magic attacks shouldn't provide you with too much to worry about whilst playing as her.










BY: VIRGIN

GAME TYPE: PINBALL

1-4 PLAYERS

PRICE: TBA

RELEASE: SPRING '96

COMPLETE

**For John Harrison and Phil Proctor, spiritual home (for the last two years at least) has been Chicago. Illinois' Windy City is also pinball city — home to the giants of the tables' manufacturers Williams and Bally-Midway. When the two programmers set about creating their own pinball simulation, it was the real wood and metal examples of the game that would provide the inspiration.**

Tilt was a major project in every sense. Previously NMS had done a lot of conversion work for companies like Virgin — notably Cool Spot from Megadrive to Game Gear. Tilt was an overdue opportunity to create something of their own. Virgin were enthusiastic enough to offer a two-year schedule for the game, and seemed even more interested in possible spin-offs, including real pinball machines being created from some of the game's six tables.

The project was also set for one of the most advanced hardware. Initially designed on the much-used 3-D Studio, NMS turned mid-way through the project to a far more sophisticated Silicon Graphics set up, using Alias Wavefront, which led to a range of striking effects never seen in a pinball game before.

And after Saturn Tilt, a sequel as part of the deal with Virgin. NMS have new features planned for that which will reflect the constant updating seen in actual pinball, examples being magnetic effects and 'fantasy' elements impossible on a real table like transparent ghost targets.





**Britain's latest original developer, NMS, hails from Brum. Gus was more than interested in their innovative 'nuts and bolts' approach to pinball with Tilt.**



## SPECIFIC GRAVITY

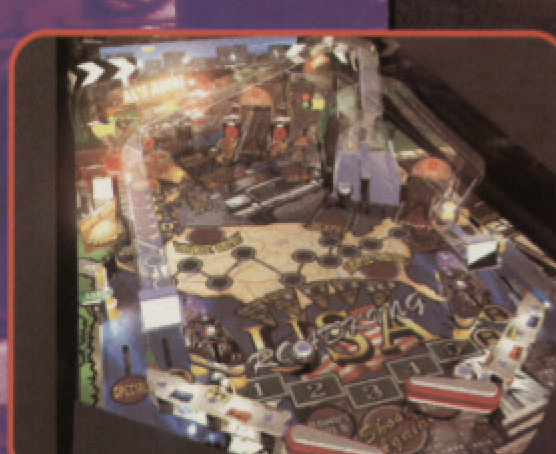
Without instinctive, believable reactions from the ball bearing, any pinball game is a nonsense. Their starting point for Tilt was physics manuals; with as many Newtonian laws as they could lay their hands on. The formulae for collisions with game elements were experimented with, though the most complex part was dealing with ball-to-ball collisions which happen in multi-ball situations.



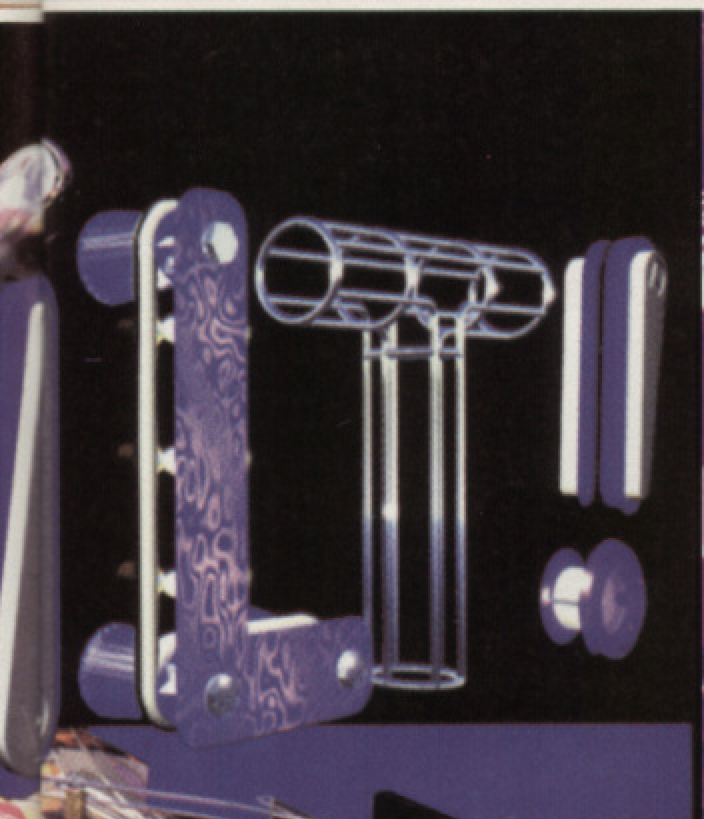




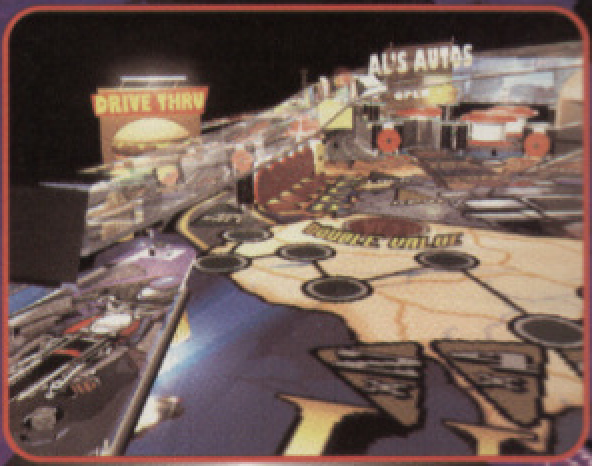


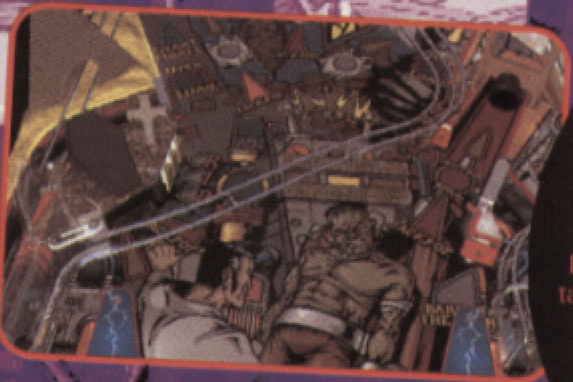








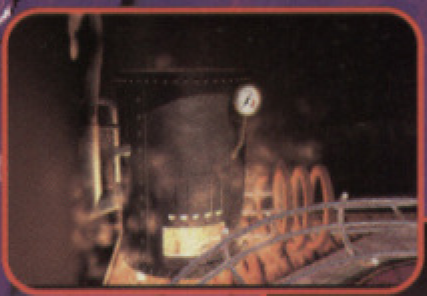



## SOMETHING HAPPENS

In a bid to incorporate the movement on a real table, Tilt has built-in, pre-rendered 'movies' that show particular events. These function like close-up camera sequences showing the ball go into a feature like the ferris wheel or ramp. In order to keep the game flowing these events remain rare and hard to achieve, and only occur when the ball would normally be out of your control.





## STRIPPED

In their bid for realism, John and Phil took to renting, playing and even stripping their favourite tables, and getting their hands on the technical manuals for the machines. There was a fair amount of contact with Williams who were planning their own range of computer-based simulations, but gave up on the strength of seeing NMS' work on Tilt! Almost all of the six tables use popular themes: for example, the 'racing' one, Roadking USA, uses a trans-America scenario like Williams' recent Road Show.

The project became almost obsessive when the pair set about mapping the inner workings of the table: they have detailed renderings of every circuit connection on the underside of the tables, down to lights, screws even the cable bindings! All of which serve no direct purpose in the gameplay. However, this intricacy could help if their dream of seeing the Tilt tables realised in arcade form comes to pass.















BY: SCAVENGER

GAME TYPE: RACING

PRICE: TBA

RELEASE: SPRING 96

1 PLAYERS

COMPLETE

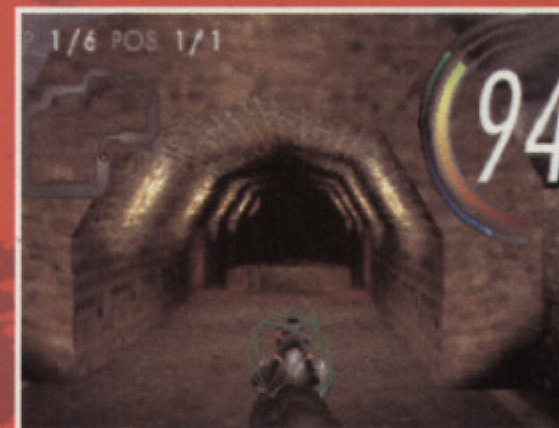
**A 'Scorcher', commonly regarded as a very hot day, as in "Phew, what a scorcher", will soon mean something else, as in "Phew, what a racing game". Scorcher is the retitled Vertigo, one of Scavenger's two Saturn projects at the moment. Like Amok, featured some months back, Scorcher arose out of research into the 3-D capabilities of Saturn hardware, and uses them to striking effect.**

Scavenger is a mysterious and confusing company of development teams on a global basis, but based in America. Their Lemon is responsible for Scorcher, while the better-known Zyrinx team have produced Amok.

The game is still early in development, with two playable levels giving an idea of the speed and complexity of the graphics, plus the odd inertial control of the player craft.

However, Sega of America were so impressed with the early demo that they distributed it amongst other third-party developers as a demonstration and incentive for their own Saturn work. Sega UK are equally enthusiastic, and if they get their way, Scorcher will be one of the big games of 1996.

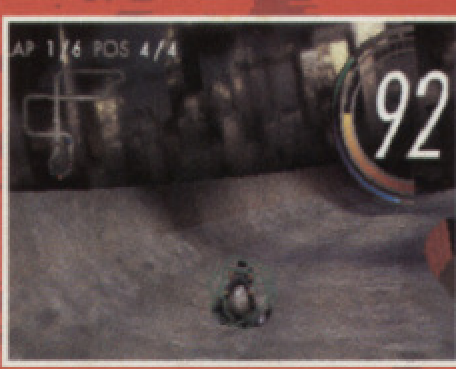




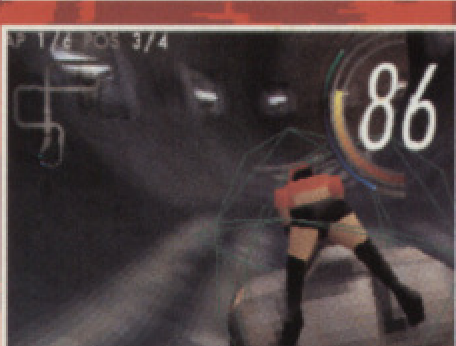








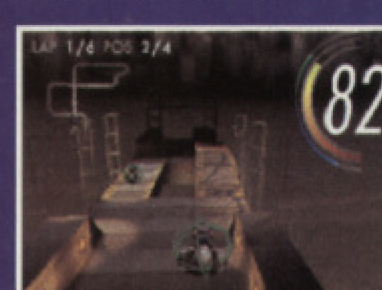



*This must be economy class. And you wondered why it was called Scorcher.*

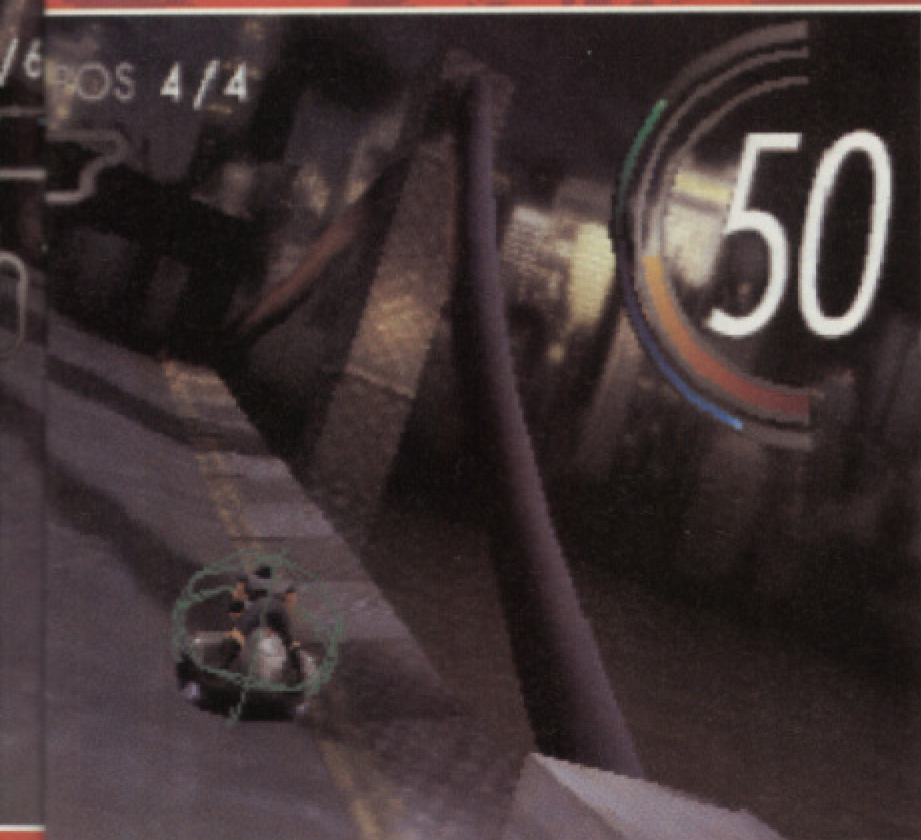
## LIVING OFF YOUR GYRO

The gyroscopic vehicles of Scorcher are strikingly original. Your player sits inside a wire-frame sphere which is propelled forward by a mysterious force (there's no visible engine). It means that crashes in the normal sense are impossible, as the sphere will roll around most items marble-fashion. The course construction makes the most out of the weird inertial forces at work with ramps, cylindrical tunnels and banked curves.

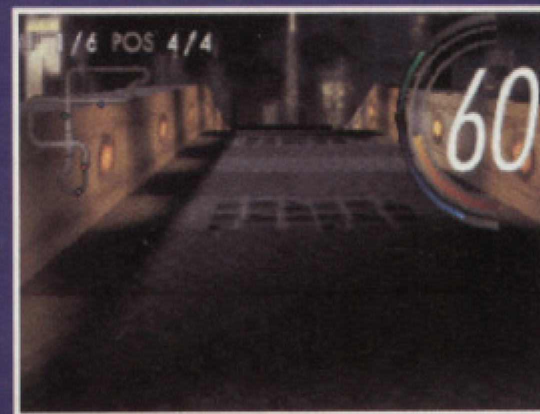



*Surf the Scorcher superhighway in your whirly wireframe wagon, bouncing across all obstacles. Or something.*

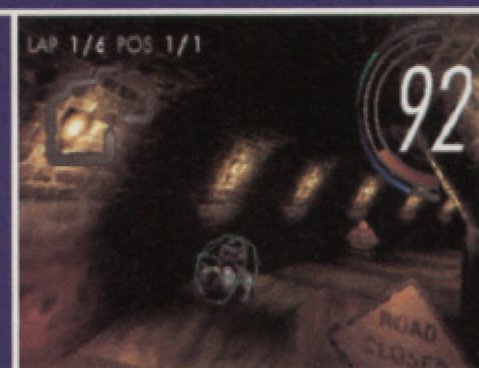



## CRAZY PAVING

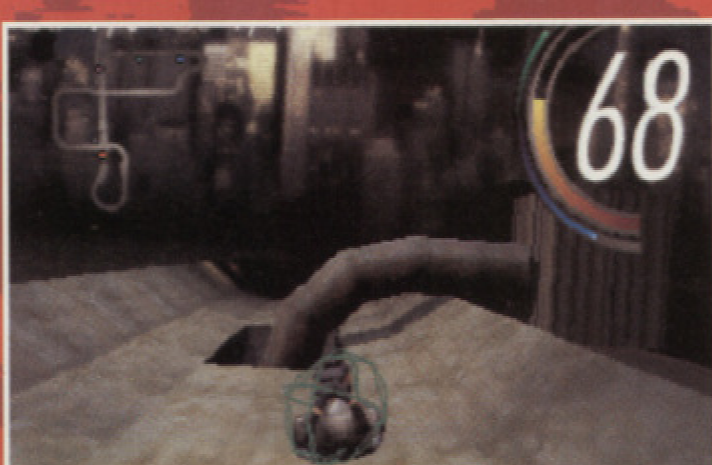



The feature that really caught Sega's attention was the amazing textured 3-D Lemon have used to create the landscapes in Scorcher. The shadowed, moody speedways use light-sourced ray-traced textures at a higher resolution than previous racers like Daytona. Sequences showing the tunnel hewn out of earth are very impressive – the detail on the rippled walls is incredible. The effect is enhanced by the disorientating twists and dives in the layout.

***Sharp bends keep you on your toes, obstacles looming at you around each bend.***

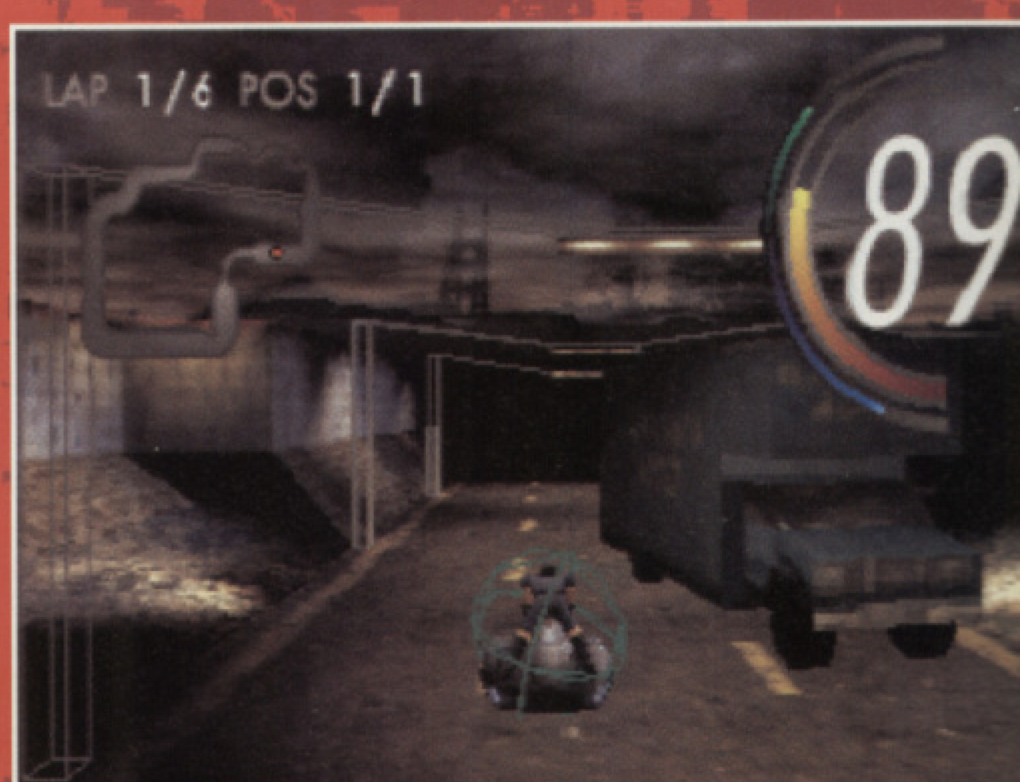



# CORCHER



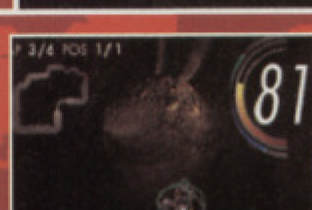

***Cut through the gloom on a journey through Steve's scummy plughole. Dodge the hairballs and old bits of carrot in your quest for the overflow pipe.***



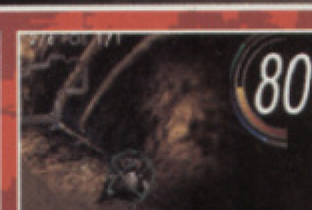










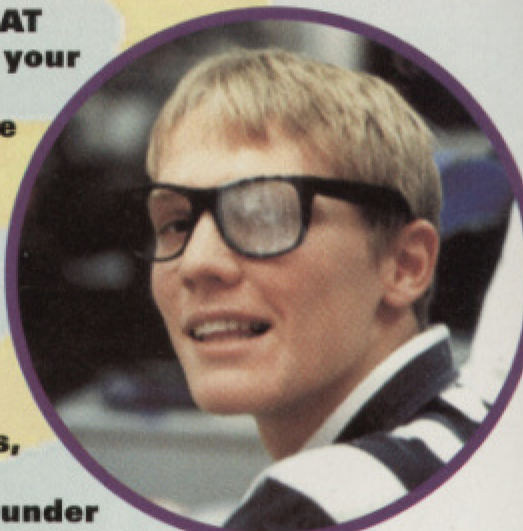




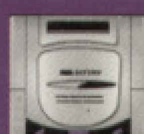




# STEVE'S TIPS



**STOP SENDING IN MORTAL BLOODY KOMBAT TIPS!!! Much as I love the game, opening your envelopes in anticipation of something special and then finding "I have found the endurance mode for MK 3" is becoming so common I have to wear protective tips glasses. I wouldn't mind if they were all new and unknown, but some of you even have the cheek to send in tips worded almost exactly as we printed them. Now I love you all really, but the next person to send in MK stuff will get a nasty visit from the MEAN MACHINES Reservoir Dogs who will come and cut your deaf ears off. On top of this, their letters will be served with the ultimate punishment possible – banishing to the crusty bin under Gus's desk, that place only fit for leftover egg sandwiches. Tee Hee! Send your reams of wonderful cheats to NO, NO, NOT THE BIN! PLEASE!!, TIPS DEPARTMENT, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**



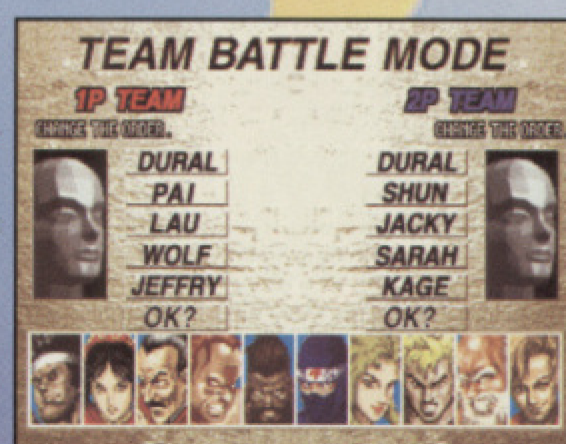
# SATURN

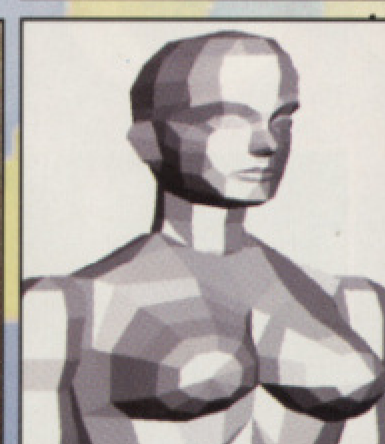
## VIRTUA FIGHTER 2



### PLAY AS DURAL

OK, it may be exactly the same as the original cheat to get Dural, but it still didn't stop lots of you sending it in, claiming that it is the best cheat and you should win a prize. Cobblers. You've got more chance of playing up front for Man Utd, and having the customary relationship with Dani Behr. Anyway, thanks to Phill Hargreaves of Leeds, David King of Cambridge and Dorian S (Boy) for those. So when you are on the character select screen press Down, Up, Right, A + Left together. Dorien S also rather excellently pointed out that if you hold down L or R buttons on the character select screen, the option to change the pad configuration comes up. A is standard, B is easy, with all the other buttons acting as P + K together for instance. C means every other button is Defence, and edit is your own personal choice from the options screen.

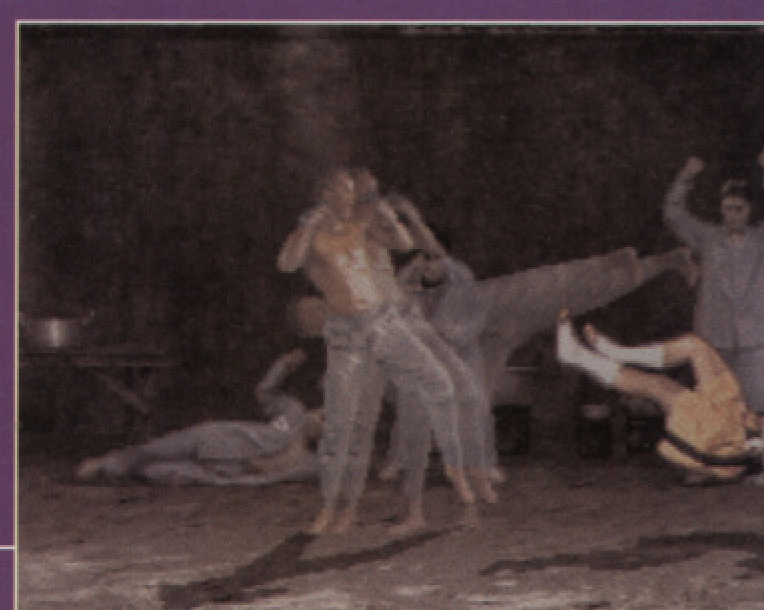


## STREET FIGHTER: THE MOVIE

### PLAY AS AKUMA

As Akuma makes his second appearance in these hallowed pages this month, we extend a congratulatory hand towards the following people who managed to find the not so hidden way of accessing him. They are Richard Davies, Steven Noad and Jonathan Rafferty. To do it, go to the character select screen, and press Up, B, Down, Z, Right, X, Left and Y. Akuma's black outline should appear over the place of your character, and you can then select him.



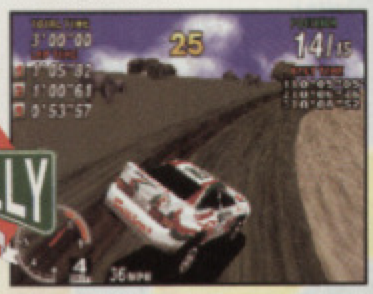
*"Cop that you bounder!" A matter of honour is settled with a good slap.*

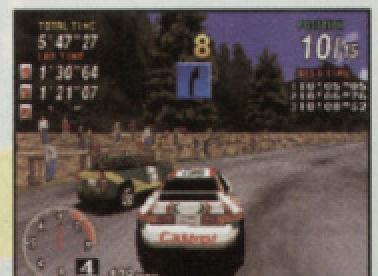
# SEGA RALLY

## MIRROR MODE

By the time you read this, Rally should be in the shops, meaning that the next wave of big titles is complete. To celebrate this, Sega have offered 500 copies of the said game to give away. Just tell us: what sort of an idiot would fall for this? Answers to us at the usual address. Anyway, if you fancy playing this on Mirror Mode without having to complete it, get to the Championship/Practise select screen and simply hold down X, before you start either of them, and you'll be whisked off to the reflections of their former selves. Thanks to Neil Crayne from Kingston in Surrey for that one.





*.edom rorrim ni yllaR ageS htiw level txen eht ot ecaR. !moorV moorV*

# THUNDERHAWK 2: FIRESTORM

## LEVEL CODES

One of our fave games to materialise this year was Thunderhawk 2. Still regarded with high aplomb, it was by no means an easy game, which is why a huge slap on the back must go to Brian Ellwood for completely ripping it apart and coming up with all the level passwords. These were easily the best tips of the month and quite rightly earn him the prize for best tip this issue. Phone in to tell us what game you would most desire. On with the codes.

SOUTH AMERICA
1. J3NHL1FC5QBDRHS2
2. J3711NC70BDRQK13
3. JZKHU3C9PBDRIVA
4. J7L9S7CQUBDRVCI

SOUTH AMERICA: NIGHTFALL
1. J7RPSBCTLFDBT3R
2. J699T7CU4FDBR71
3. J9JOQ7C0VFDB1QQ

PANAMA CANAL
1. J8Q8REKIIJCBTII
2. JRSORMCK1JCBRPI
3. JQH4RMCM4JCB182

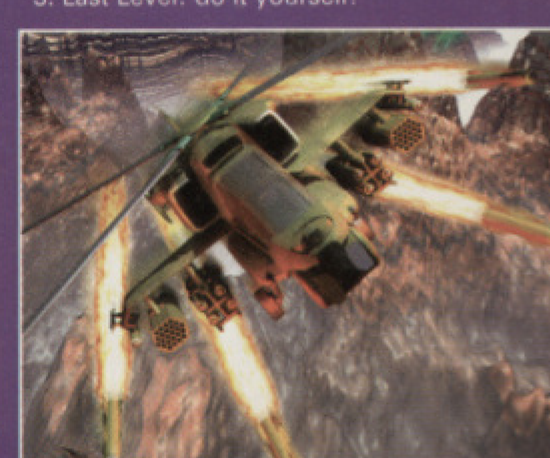
CENTRAL AMERICA
1. JQNKRNCBGNABSAA
2. JTD4RNCA0NABQ1I
3. JTJKRNCCCNAB14I

EASTERN EUROPE
1. J0C4RMCELREBT8A
2. JJEKRML3KREBQB2
3. JJJ4RN54VREB12Q

MIDDLE EAST: RECAPTURE TERRITORY
1. JJ9KRNT71VMBTSQ
2. JIE4RNT9DVMBQHQ
3. JIVKRNTRPVMB0UA

MIDDLE EAST: OIL DISPUTE
1. JLL4RNDRRU36BSVQ
2. JL6KRNDT636BQOQ
3. JK74RNDUK36B1TI
4. JN9KRND0M36BVOQ

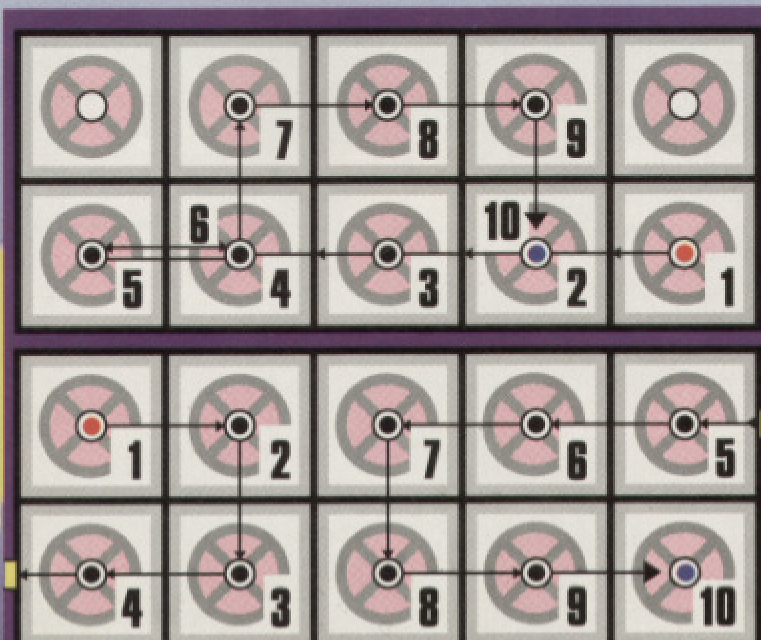
SOUTH CHINA SEA
1. JMP4RND0O66BSCI
2. JMVKRNDIH66BQ42
3. Last Level: do it yourself!

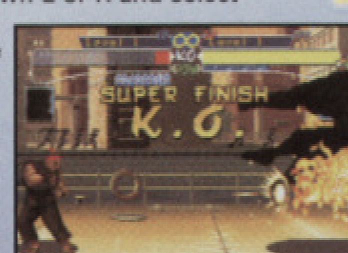


# X-MEN: CHILDREN OF THE ATOM

## PLAY AS AKUMA

Our sumptuous guide following these very pages is topped off by this excellent cheat to get Akuma. Akuma and his moves will be included in next month's part of the guide, but for those of you who cannot wait, here is the way of doing it for 1 player and 2 player to choose. Follow the movements shown, but a word of warning: for the first square and the last square, you must leave the selection box on them for the same time eg. 3 seconds. However, once either player 1 or 2 has selected Akuma in versus mode, finish the fight, and when the continue and option screen pops up hold down L or R and select continue to get a character select menu with Akuma on it.
Finally, a word of thanks must go to the delightfully ginger Jaime Smith for the loan of his pencil and crayon movement guides you see here. We are not worthy. Also thanks to Richard La Ruina for sending the cheat in.








# MEGADRIVE

## NBA LIVE '96

### SECRET PLAYERS

There are a loads of other players available to select in this game, and Ersin Mehmet found them all! Streuth. Anyway, there are far too many to list, but for the superstars include Micheal Jordan and Charles Barkley. Go to the Create Player mode and enter the players names, then DO NOT change what they looks like etc, and then press start. Select Yes when asked if you if you wish that player to used in all games, and the created player will be in the Free Agents part, and all you have to do is trade him to their respective teams (Chicago Bulls and Phoenix Suns). If any of you happen to be in the know about the NBA, then try creating some of the more obscure reserves for more characters.










## COMIX ZONE

### PAPER AEROPLANE

I can't make out exactly what this little tip does, but I think it gives you a smart bomb type thing. Anyway, let Richard Sweeny from Mid-Glamorgan take you through it. Start the game as usual, but stay in the first panel so you can practise this cheat. Press and hold B and C for a couple of seconds. Keeping them held down, press A as well. Sketch should have torn down part of the page and made a paper aeroplane out of it. He then throws it at the enemy and it should kill them in one go. It does take off a bit of your energy when you do it, and if you don't duck afterwards when the plane is on it's way back, it'll take off even more!



## ROAD RASH 3

### CODES

Although this isn't radically different from the other two, many of you bought it, and Tom Hill from Devon has sent in a few tips for it. If you have the crowbar, and want to get any annoying Rashers out of your way, he says it is best to let them get close to you, move away and then zoom back in towards them and clobber 'em with the crowbar, and they'll fall off every time. He also gave us a couple of codes.

1559 POU3: Level 1 with Blur bike(?)
BQ01 AAAH: Level 2 with Stiletto 600 bike
8800 BD09: Level 3 with Perro 250 bike



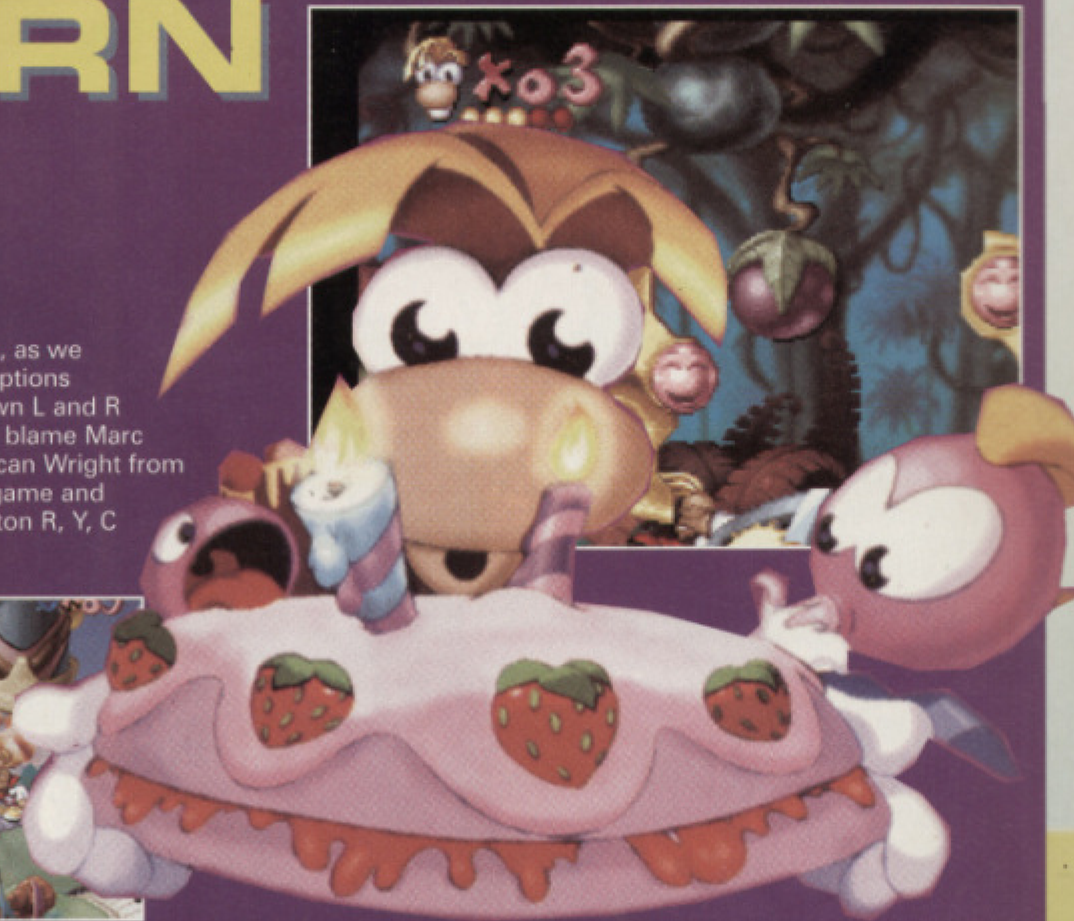


# SATURN

## RAYMAN

### OPTIONS SCREEN AND LIVES

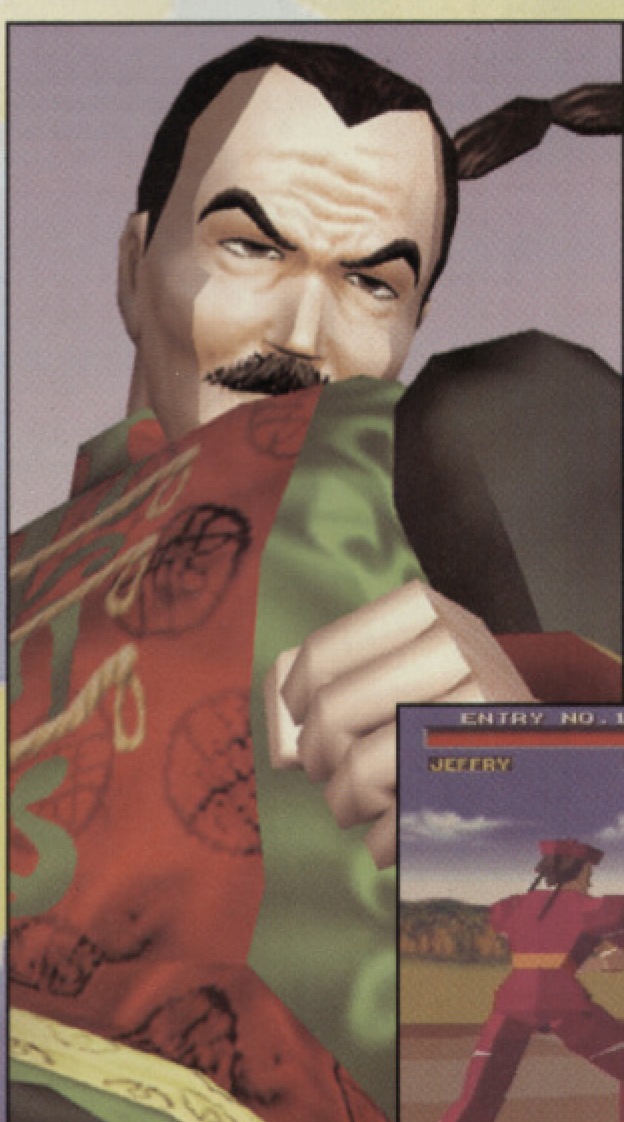
The guy who's permanently drunk (legless – geddit?) returns, as we uncover a couple of ace cheats. The first lets you select an options screen from the map section. To do this you simply hold down L and R on the map screen and press B. If it doesn't work you can all blame Marc Maskrey for it, as he sent it in. The other was sent in by Duncan Wright from Manchester, and lets you gain twenty extra lives. Pause the game and press Right and B simultaneously. The press Left, Down, Button R, Y, C and Z to get the lives.







# MEGADRIVE 32X



## VIRTUA FIGHTER

### CHANGE COLOURS AND NEW CAMERA VIEWS

We had quite a few tips for this arrive in the office this month, so here are the best for you to muse over. On the character select screen, choose your character and then press Up and A. When the game begins the fighter should be in a different outfit. Also, if you use some of the buttons other than A, and use down instead of Up, then you'll see some more dazzling costumes. You have Simon Milford to thank for that. James Garratt also came up with a few more camera angles. Go to the options screen and move up to camera and select Sky Cam. Now keep tapping right on pad one until two new angles appear. They are Backside 1P and Backside 2P which, unsurprisingly, put you behind the bottoms of either fighter.









**As you may or may not have gathered, we at the MEAN MACHINES office quite like a game of X-Men now and then. So, we think, should you. In order to prepare you for the months of agony ahead, we have come up with a few small pointers to aid you along the way. The characters are not all in the same vein so we've looked at each one individually and come up with easy combos to start you off. You'll find other special moves here too in this, the first instalment of a two-part guide. Get ready for some X-ellent gameplay in the X-iting battle of the mutants.**

# GENERAL TIPS

When you begin, it is wise to choose a speedy character with moves that are easy to pull off. This will give you a better chance of stringing together powerful combos, or the ability to make a speedy getaway if things don't go to plan. If you do have trouble getting the combinations down, the computer will often do simple three to four hits on you when you play against it, so make a mental note and use the versus mode to practice them. Surprisingly, you still get an ending if you manage to complete VF2 on the easiest possible setting, but even here the boss characters are still extremely powerful, so cheesy tactics may be the order of the day. Another important feature is the mutant energy bar, needed to perform the X-Moves. When the bar is half full it will turn orange and you will be told that you have moved to Level 2. This is the time to use the X moves marked Level 2 for each character. If you wish to save it and go for the power attacks, then wait until it is full, which is Level 3, and do the manoeuvres under that heading.

# GENERAL MOVES

Certain moves are shared amongst all the characters and are not worth repeating every time we talk about each person. Here are the more important ones to consider using when fighting.

1. All the characters have the same X-move button presses. Rotate from down to forward, and hit any three punch buttons.
2. Forward twice does a dash and is good for starting combos or getting out of corners.
3. When you are down, tap forward or back and punch to roll away from an opponent.

# OMEGA RED



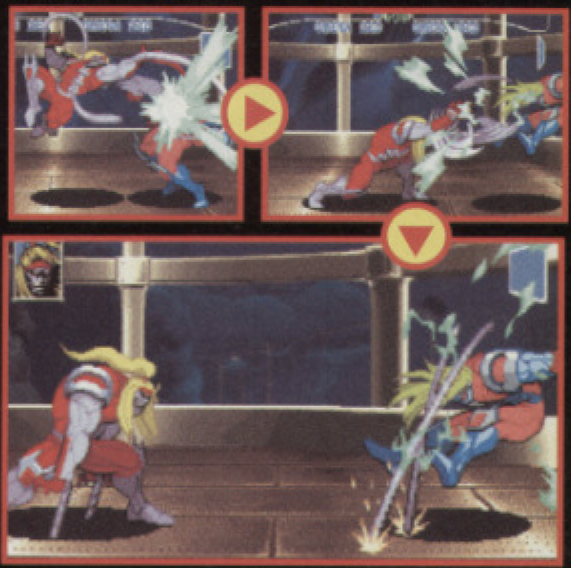
One of the stranger characters in the game is actually one of the better ones as well. His whip attacks are very useful and can be performed from any angle you desire. His other tentacle attacks have a long reach as well as short, so combos can be easily strung together.

## X-MOVES:

Level 3: (↓↘→ + **PPP**) Omega Destroyer.

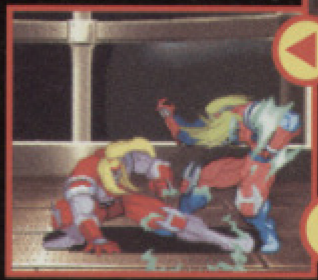
## COMBOS:

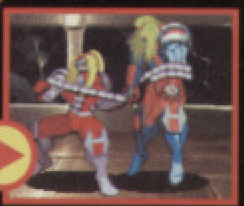
1: Start with a jumping high punch, and as soon as you land do a crouching hard punch. Then do a crouching hard kick to finish and get 35% damage.



2: Begin this one with a jumping Hard Kick, then when you land do 2-3 crouching weak kicks and then straight into a low whip grab to finish.





**X-COMBO:** Do a crouching Hard Kick, and execute a low whip grab to throw the opponent into the air. Whilst they are airborne do the X move for at least 50% damage.









# STORM

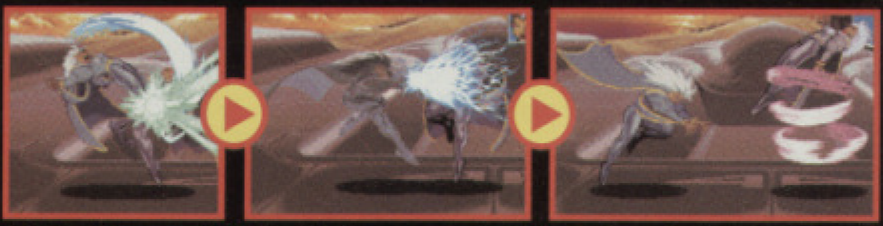


Storm is one of the easiest characters to pick up, and her wide range of attacks make combos easy to find. Her ability to fly is good for longer range attacks but the characters with diagonal fireballs will soon bring her back down to earth. Her hard punch moves, when standing and in the air, are especially good for linking together special attacks.

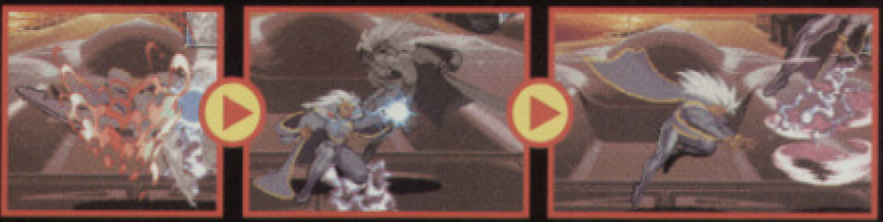
## X-MOVES:

Level 2: (↓↘→ + **KKK**) Push opponent away.
Level 2: (↓↙← + **KKK**) Pull opponent towards.
Level 2: (↓↙← + **PPP**) Stay in air, and use Y to throw fireballs.

## COMBOS:



1: Start with a jumping hard kick and go into a standing hard punch whilst performing the movements for a Typhoon. Then use hard punch for the Typhoon to complete 25-30% damage combo.



2: Do a slow Lightning attack followed by two small punches. Then do a hard punch Typhoon for 20% damage.

**X-COMBO:** Get in close, do two low punches and start the rotation for the X move. When at down right, hit hard punch. Complete the rotation and press two punches to unleash the bolts of lightning on the dazed opponent.







# X-MEN: CHILDREN OF THE ATOM



## CYCLOPS



He is one of the best three characters in the game, and if you can master him then you will be well on the way to cracking it. His main moves, the Eye beam and the Gene Splice can be strung together with devastating effect. He also has an easy hard punch and a mini missile which makes a useful weapon.

### X-MOVES:

Level 3: (↓↘→ + **P**) Multiple Optic beam. Use the D-Pad to control its direction.

Level 3: (↓↘→ + **PPP**) Super Optic blast.

### COMBOS:



1: Get up close and press high kick twice for easy two hits, then straight away do the hard punch Gene Splice and keep tapping for more hits.



2: Begin this with a jumping medium kick, followed by a crouching medium kick. Do the standing double hard kick and finish it with a low optic blast.




**X-COMBO:** Dash towards your opponent, do the standing medium punch and straight away do a weak punch Gene Splice but DON'T keep pressing the button. Instead, do either X move to get the opponent on the way down.

## WOLVERINE

Easily the most popular character in the game, his moves are probably the easiest to execute and the best for stringing together combos. The main disadvantage, however, is that his only long range attacks require him to project himself, leaving him vulnerable to fireballs and jumping attacks.

### X-MOVES:

Level 2: (↓↘→ + **PPP**) Super Speed and power up.

Level 3: (↓↘→ + **KKK**) Energy Regain.

### COMBOS:

1: Run towards your enemy, and perform two crouching hard punches, followed by a standing hard punch. Then go straight into the Tornado claw, and you should catch them in mid air. Then, as they are about to land, high kick them for an extra last hit.





2: When your opponent is stuck in corner, jump in with a hard punch, then do a standing hard punch. Follow that up with a tornado claw, and again hit them on the way down with a high kick. Finish it all off with a low drill claw.



**X-COMBO:** Again, jump in with a high punch and do a standing high punch whilst performing the movements for the X move. When the opponent has hit the floor, hit the punch buttons for the X move to connect.

# SENTINEL

Sentinel is huge, powerful, and sadly a bit of a slow old bugger. He has lots of simple attacks requiring only one button, and his long reach is helpful too. Be warned though: if you are playing against a quick character, Sentinel will be hard to work with.



## X-MOVES:

Level 3: (↓↘→ + **PPP**) Super fireball. Press Hard Punch repeatedly for more hits.
Level 2: (↓↙← + **PPP**) Temporary flying ability.



2: Run towards your enemy and do a standing medium kick. Then do a low punch and go straight into the Rocket Punch.

## COMBOS:



1: Start with a jumping Hard Punch and aim to land as close to the enemy as possible. Then do a standing Hard Kick (which inflicts various degrees of damage depending how close you are) and go into a straight Rocket Punch.

**X-COMBO:** Begin this by jumping in and executing a downwards Rocket Punch. Follow that up by doing a standing medium kick which will give an easy six hits if close, whilst performing the moves for the multiple fireball. Then finish the X-Move movements, hit the punch buttons and keep hitting them to get the final percentage of damage.




# ICEMAN

The man with the cold streak is also one of the best characters to choose. His range of attacks are not all that wide, bit his Ice Beam and Giant Snowball attack can be used together very effectively. His freeze throw can also be used as a Tech Hit, and reversed to collar opponents.



## X-MOVES:

Level 2: (↓↙← + **PPP**) Temporary Ice Ball wrapped around his fist.
Level 3: (↓↘→ + **PPP**) Arctic Attack.



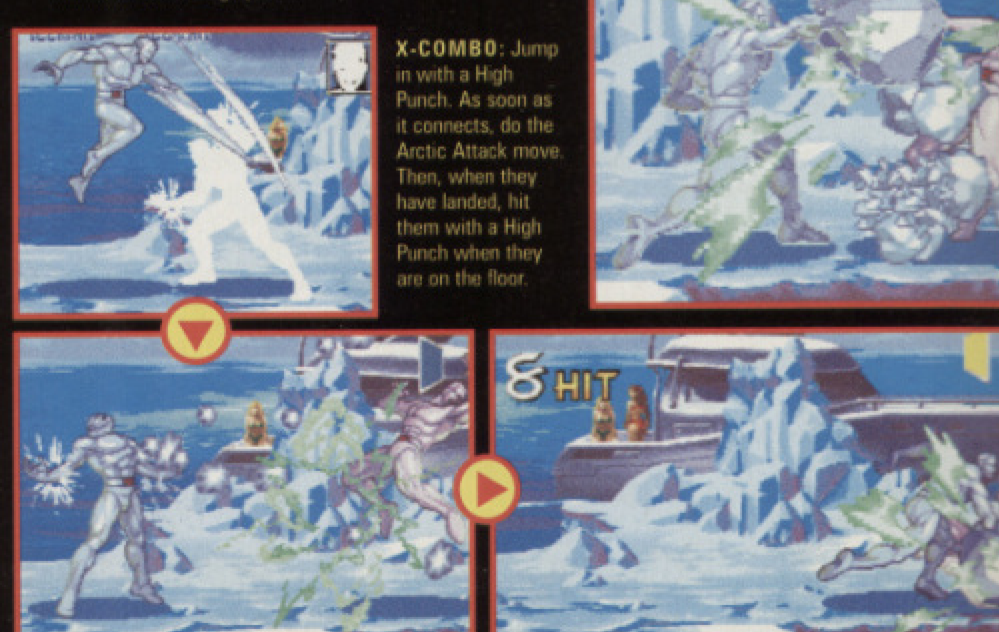
2: Run towards your opponent and do a standing high kick, leading into a diagonal up ice beam. As your enemy is falling hit him/her with a high punch.

## COMBOS:




1: Begin with a jumping hard punch, which should hit around the stomach area as shown. Then do a standing hard kick to knock the opponent into the air and hit them on the way down with the Ice Beam.

**X-COMBO:** Jump in with a High Punch. As soon as it connects, do the Arctic Attack move. Then, when they have landed, hit them with a High Punch when they are on the floor.



# SILVER SAMURAI

This chap's multiple power-ups make good use of his mighty Samurai sword. The fire power-up is his best, but because of his slow moves combos are really tough to get together easily.



## X-MOVES:

Level 2: (↓↘→ + **P**) Charges up the sword. Different buttons bring different elements.
Level 3: (↓↘→ + **KKK**) Speed up
Level 3: (↓↘→ + **PPP**) Triple Shuriken

## COMBOS:




1: Start with a Jumping hard punch and then do a standing hard punch twice for a couple of swipes. Finish it off with a fast Shuriken to get them on the way down.





2: Do a crouching weak kick, followed by a crouching medium kick. Then do another Shuriken to finish.






**X-COMBO:** Do a standing weak punch, and then go into a standing hard punch whilst performing the movements for the three Shurikens. Execute the X move as soon as the punch has kicked in.

# PSYLOCKE

She is the surprise character to play, and is well worth taking the time to master. She performs all her punches and kicks really quickly, making her the easiest person to master combos with.



## X-MOVES:

Level 2: (↓↘→ + **K**): Multiply.
Level 3: (↓↘→ + **PPP**) Flaming Torpedo.

## COMBOS:








1: Jumping weak punch to start, followed by a crouching hard, straight into a hard punch eye beam.




2: Run towards your opponent, and do a standing hard kick followed by a crouching weak punch and a weak punch eye attack.

**X-COMBO:** Start with a jumping weak punch and then do a crouching weak punch and a crouching hard into the torpedo.





# Virtua Fighter 2

**Across the world, the Saturn conversion of Virtua Fighter 2 has been stupendously received. It's the game that just about every Japanese Saturn owner is going to buy, and the one that has swung the arguments about hardware superiority in Saturn's favour amongst developers. Even though you probably have Virtua Fighter, the range of extra moves is so comprehensive, that this Best Moves Guide will prove essential. In order to cover the game in sufficient depth, we'll be dealing with the characters in two batches. This month it's the two new characters; Shun Di and Lion Rafale, with two of our favourites, Sarah Bryant and Lau Chan.**

## KEY

To simplify our move coding, here are the attack directions and symbols.

↗: Joypad directions
G: Guard button (default button A)
P: Punch button (default button B)
K: Kick button (default button C)
+: Button to be held simultaneously
,: Button to be pressed in sequence
↘↓↙:Joypad moved in a semi-circular movement (similar to SFII movements)

Damage for each move is shown in brackets after the description.



## NEW FEATURES

Discover some bits and pieces about Virtua Fighter 2 tactics:

### ESCAPE MOVES

Previously, once your opponent had commenced a throw move, there was no remedy. Now, all characters have the ability to escape throws by holding the guard and punch buttons together. If it works, it should leave your opponent vulnerable to an instant counter attack.

### COUNTERS

Some of the characters (Akira, Pai, Wolf, Kage-Maru) have reversing attacks, which work against simple punch/kick attacks launched against them.

### TAUNTS

Each character has a selection of victory taunts uttered at the end of the replay. You can influence these by holding one of the attack buttons during the replay.

### SLOWMO

Hold all three Attack buttons after the round is finished and during the replay to see the action conveyed in amazing slow motion.

# LION RAFALE

Lion, though not the most powerful or vicious of VF2 characters, is definitely the most elegant. Many of his special moves involve intricate spinning movements and delicate footwork. He jabs rather than punches and sweeps rather than kicks, allowing him to dart in and out of the action. This makes him particularly troublesome for the heavier, slower fighters. Another feature is, like his animal namesake, many of Lion's moves are pouncing, thrusting his opponents backward. The advantage of this for gaining sneaky ring-outs is obvious. One weakness is the range of some attacks, particularly his ground attack on fallen opponents. We've selected six attractive techniques for Lion to show off:

## 'SWINGING ARMS' CODE: ↑+P

This spinning, flailing move is an effective counter to air or dash attacks. String it into a punching combo. (15%)



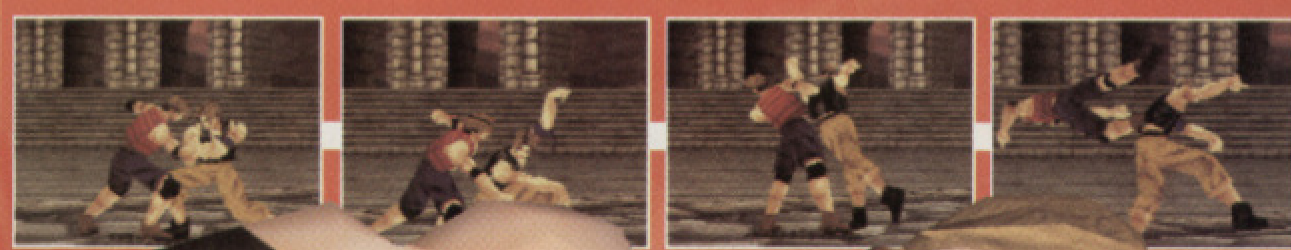
## 'FIST THRUST' CODE: → →+ P

This is a typical example of Lion's pouncing attacks, perfect for winnin g ringouts or penetrating poor defences. (20%)



## 'GRAB AND FLING' CODE: → →G + P

Gus' favourite move of the game — A devastating backhanded slap, that catapults opponents for miles. But the timing has to be perfect. (25%)



## 'REAP THROW' CODE: ← +P +K

A leg trip in another vocab. and another low throw useful for upper body foes. Generally easier to pull off than the grab and fling, and just as damaging. (25%)



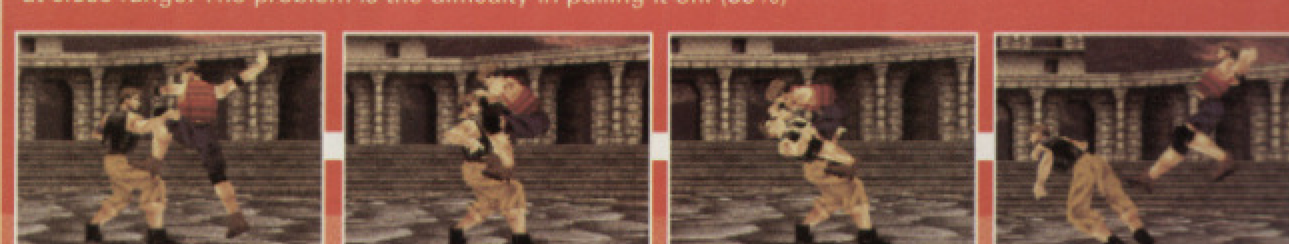
## 'SPIN FORWARD LOW KICK' CODE: ↘ G + K

This low sweep is a good way of penetrating players who use upper body attacks. In, out and guaranteed to floor them. (12%)



## 'FRONTAL PIGGYBACK' CODE: ↘↓ ↖+ G + P

A spectacular attack, and Lion's single most powerful move. Lion jumps onto his opponent to smash his face at close range. The problem is the difficulty in pulling it off. (35%)

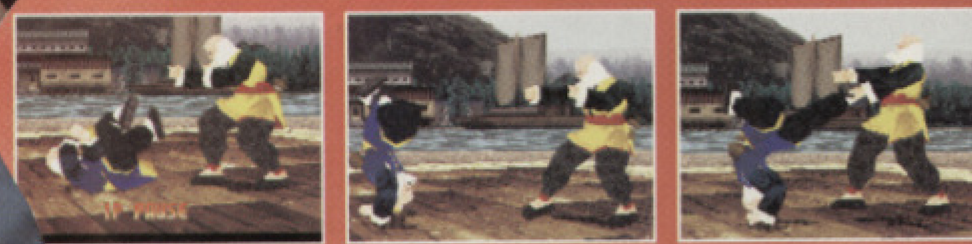


# SHUN DI

The bizzarest idea for a combat game character ever. Despite being an outrageous p'head, Shun's unpredictability makes him deadly, and particularly irritating against 'experts' who choose more conventional characters. However, there's a lot of fun to be had. Shun's most intriguing moves, listed here, are the drinking moves. After using these successfully, he takes a swig from his bottle. Apart from going red, it also increases the power of his other moves incrementally, and actually allows him to perform one further move (breakdance sweeps).

## 'HANDSTAND AND KICKS' CODE: ↙ ↓ ↘, K

A silly move that's more useful for humiliation, though the inverted kicks are surprising enough to break an enemy's attack rhythm. (15%)



## 'SPINNING TWIST KICK' CODE: ↗ + K

Executing this leaves Shun vulnerable to mid-level attacks, but it's effective in propelling enemies backward. Leaves Shun on the ground, though. (18%)



## 'TWO HAND PUSH' CODE: P + K

Easy to pull off and effective for ring outs. Shun will drink after this move — increasing the power of all further attacks. (15%)



## 'DANCE WITH PUNCHES' CODE:G+P

An incredible sequence of rotational punches at all levels. Deadly in action and a great finisher. Also makes Shun drink. (25%)



## 'CARTWHEEL KICK' CODE: → → + K

Shun's most elegant move, and unlike many of his more powerful combination attacks, he's left on his feet ready to dish out more. (18%)



## 'SPINNING TWIST PUNCH' CODE: ↗ +P

Shun puts his whole weight behind a spinning punch, but the move leaves him on the ground, so is most wisely used at the end of a sequence of moves. (15%)



## 'BREAKDANCE KICKS' CODE:D + P + K (,K)

A silly move that's more useful for humiliation, though the inverted kicks are surprising enough to break an enemy's attack rhythm. (15%)



# SARAH

## SARAH BRYANT

AM2 took one of the original game's fastest characters and made her even faster in the sequel. Sarah's speed is one of her great advantages, as she can overwhelm foes in a flurry of impacts. Sarah is a kick specialist, and apart from throws, her punch moves are not very exciting. Rather than a range of varied and exotic attacks, experienced players learn to string combo attacks together — using the three punch and rising knee combo as the base for other kick moves. It's still one of the game's most potent moves. Here are six leggy lovelies to work with:

### 'TRIPLE PUNCH & RISING KNEE
CODE: **P P P K**

Sarah's most devastating attack in the original, and even more smoothly constructed here. Three of these and it's all over. (35%)



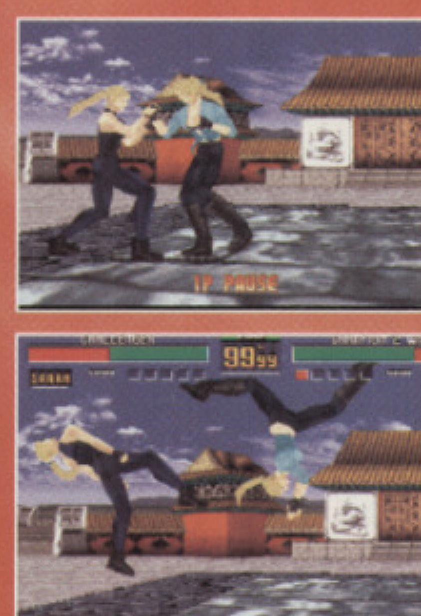
### 'MERCILESS KICK'
CODE: **↘ + K**

A little move that humiliates the already fallen. With Sarah close enough, she'll stick the boot in. (7%)



### 'TRIPLE PUNCH AND BACKFLIP'
CODE: **P P, P ← + K**

A variation ending on a backflip. It looks so stylish and is a perfect set-up for a follow-up ground attack. (30%)



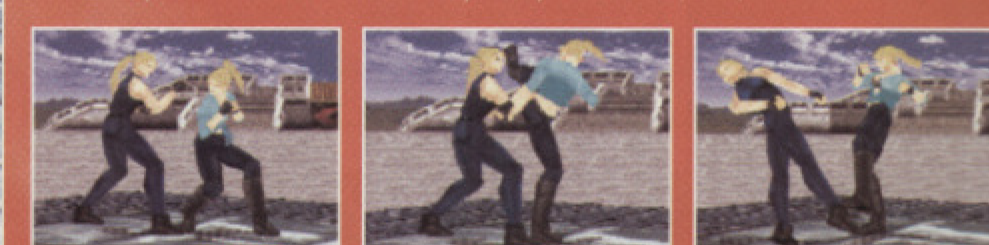
### 'SHADOW KICKS'
CODE: **↘ + K K K**

One of the quickest sequence moves of the game, this gets Sarah out of trouble at close-range. (30%)



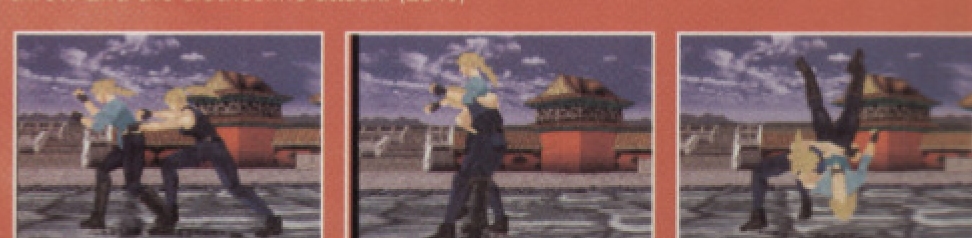
### 'DOWNWARD CRESCENT KICK' CODE: **G + K**

Sarah's picked up a high circling kick like Lau's and Pai's but it cannot be strung seamlessly into a combo. It is more speedily executed. (15%)



### 'BELLY SUPLEX' CODE: **G + P**

Works when Sarah is behind her opponent, a welcome addition to her one forward throw and the clothesline attack. (25%)



# LAU CHAN

Lau is the punching powerhouse of the game, and his hands are useful for a particular style of pushing technique. This method of fighting wins more ring outs than normal by propelling mid-air opponents, either jumping or reeling, towards the boundaries of the ring. Lau's quickfire punches are easy to do, but the speciality knife-hand punches are even better for this, as they propel Lau forward further. Deviously, Lau's range of throwing moves are impressive, which makes the natural response to his punching abilities — lots of guarding — a risky business. A showcase of six nasty specials.

## 'RISING HEEL KICK' CODE: ↓ ✣ K

This little gem moves Lau from a defensive posture instantly into a kicking position, and is a great surprise move. (20%)



## 'KNIFE HANDS' CODE: ↘ + P, P

These slicing motions are not much in themselves, but they form the backbone of Lau's best combos. Experiment with adding kicks and sweeps at the end. (15-40%)



## 'HAND CRUSH' CODE: ↘ + K

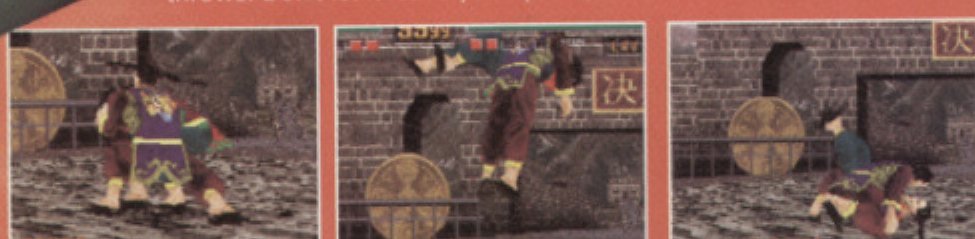
A vicious move to try on a fallen opponent, Lau takes his chance to stomp on the poor guy or gal's hand! (8%)



LAU

## 'HEAD SLAM' CODE: ← → + P

It's as nasty as it looks, but harder to execute than Lau's other throws. Don't let it leave you open. (30%)



## 'WATERWHEEL DROP' CODE: G + P

The over-the-head move remains the same, but Lau's execution is quicker. His mid-power throw. (20%)



## 'RUNNING PUNCHES AND CRESCENT' CODE: P P P + K

This four-way combination is still incredibly potent, although most foes expect it as an opener. (44%)



# SEGA RALLY CHAMPIONSHIP 1995

**One of the most dazzling home conversions ever, and even more compulsive than Daytona, Sega Rally stormed onto the Saturn in mid-January. To help you turn your performance around, MEAN MACHINES have compiled a quick guide to the three courses. As we have NTSC copies at present, target times cannot be supplied. We'll bring you those next month with a guide to the Lakeside extra stage.**

## NAVIGATOR'S HELP

There is a helpful pattern discerned from the navigation advice offered. Generally an 'easy' or 'long easy' left or right is navigable without releasing the accelerator, just by steering in anticipation of the corner. Most 'mediums' 'long mediums' or 'very long easy' corners require you to take off the gas for a split second to effect a sharper turn, but can mostly be accelerated through. A 'chicane' definitely requires brake-turning before the turn, to reposition the car, and then acceleration through the sharpest point of the turn. The sharpest bends – 'hairpins' – demand sharp braking at the the very last moment, then turning into the bend.



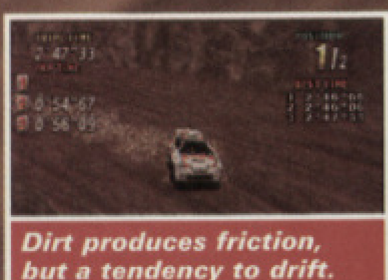
## DESERT

Immediately hug the right-hand side after the start, and take bends 1 and 2 on that side – on the left is a patch of bad ground that can knock you off course. Light turn through 3 into the straight, and prepare to overtake in that area. Take 4 sharply on the inside, the car will rise and head towards the wall so counter steer. 5 requires your first easing on the gas. It's best to take the corner on the left with two momentary breaks in acceleration. Watch out for drift to the left-hand wall. In the over jumps, use the third to reposition the car for 6, which has a tight inside and some bad ground on the far right. By pre-steering, you can shave your way through 7 & 8 without loss of speed. The final bend, 9, is the one where times are gained or lost. Drift is a horrible problem on this bend, so this best way to tackle it is from the far left, leaving the gas and turning hard about a second from the turn, speed down to about 95mph, then accelerating almost immediately. The challenge is to straighten the car by counter-steering and unlock the wheels to regain speed as quickly as possible.






DESERT



*Dirt produces friction, but a tendency to drift.*







# FOREST




On the initial long straight, milliseconds can be saved by keeping to a straight line and driving over the grass edges on the slight curves. Lifting off the gas only becomes necessary at 2, where a release when the people come into view helps you around the tightest part of the corner. The tunnel bend (4) is easily navigable by releasing the throttle a second or two before and twisting, you can take it at up to 105mph. 5 requires a longer release, with the specific aim of staying on the dirt, as the grass here causes horrible spinouts. 6 is less problematic with a slight release all that is necessary. The hairpin (7) is the most problematic corner, the best approach being a sharp turn followed by a brake almost at the point of the corner, then an acceleration and straightening. Otherwise, drift will lose you several seconds. In contrast, for 8 use drift well before the corner to twist into position and power through the corner at a horizontal angle. The next three corners on the terrace are no problem: a miniscule release for the following medium and light steering through the right/left combo. The last complex corner (11/12) can be tackled by drifting through the kink in the corner and powering out for the final straight.













# MOUNTAIN



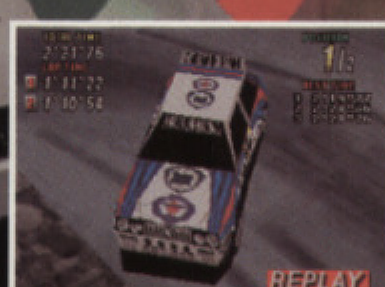


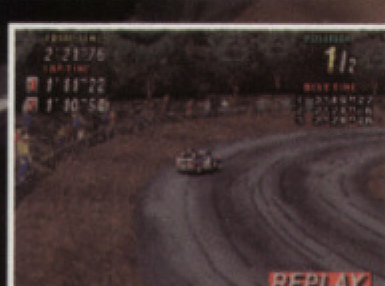




*The town street looks narrow, but you can go flat out all the way through.*

The long opening to this course offers few problems, but the most skilful drivers will hug the inside of the corners until the checkpoint tunnel. This following curve (5) requires a moment of braking and deliberate drift, with a quick return to acceleration. The next corner (6) needs only a light easing on the gas, but the following easy straight is deceptively narrow. The hairpin 8 is the trickiest bend of the course, as the dirt piled on the outside edge is a killer. Best to slow well in advance of the corner, turn sharply to take it at right-angles then accelerate into the slope. 9 also requires two short breaks in the throttle to negotiate safely. The following slope and trip through the town requires no braking, so you can tank it to the next checkpoint. The rise immediately after that has two merging easy bends, 14&15, that demand stiff steering. The next two bends, an elongated zig-zag combo, are best tackled by drifting through. It's essential to skid only across the tarmac, as hitting any of the soil banks will send you way off course. The second bend should be turned into at a much later moment than the earlier one. From there, sail to the finish.






# TOY STORY



**BY** SEGA

**RELEASE** EASTER | **PRICE** TBA

**GAME TYPE** VARIOUS

**1** PLAYERS | **32** MEG

**BREAK DOWN**

**ORIGINALITY**

**CHALLENGE**

**ACTION**

**STRATEGY**

**REFLEXES**

**OPTIONS**

CONTROL
JOYPAD

GAME DIFFICULTY
VARIABLE

CONTINUES
5

SKILL LEVELS
1

RESPONSIVENESS
GOOD

**ORIGIN**

The game of the world's first totally computer-animated film, using code ported directly from the movie.

**GAME AIM**

As Woody the cowboy doll, play out racing, platform and Doom-style scenarios from America's Christmas No.1 film.

**BEAT THIS**

Escape the claw machine.

**The eagerly anticipated arrival of Toy Story has generated an excitement usually reserved for top flight Saturn titles. Early reports that Disney had succeeded in producing a Megadrive game to rival the look of Clockwork Knight were dismissed as hype. Rumours that animation code had been ported directly from the world's first totally computer-animated film raised expectations further. Could this thing really deliver the look promised in the press pack's screen shots? And how would it play?**

Toy Story closely adheres to the latest film from Disney and Californian animation specialists Pixar – you play Woody, a toy cowboy who becomes jealous when a more sophisticated toy, Space Ranger Buzz Lightyear, is given to his owner, Andy, as a birthday present. Fearful that Buzz, a creation so sophisticated he doesn't even realise he's a toy, will replace him in Andy's affections, a bitter struggle develops between the two. The game takes this conflict, and the hostile reactions of the other toys in the nursery, as its basis.
Toy Story is destined to become one of Sega UK's big high-profile 16-bit titles on 1996, and has already shifted serious units in the States. But enough hype. Time to dust off your Megadrives – (nearly) everything you've heard is true...

## 1. THAT OLD ARMY GAME

It's Andy's birthday, and Woody the cowboy wants to check out the kid's presents. Your task – cross the nursery, crack open a bucket full of toy soldiers and make sure they 'capture' the baby monitor and take it downstairs.





## 2. RED ALERT!

The marines report back that Andy has received a surprise present and is about to bring it upstairs. You have to get all the toys back in their right places before Andy walks through the door. Jump up and down on the balloon pump and propel Mr Potato Head, Rex the dinosaur, Hamm the piggy bank and the clockwork robot into the open toy chest. Get the remote controlled car and Rocky the strongman under the bed, and finish the level by jumping on the bed – all under a strict time limit.



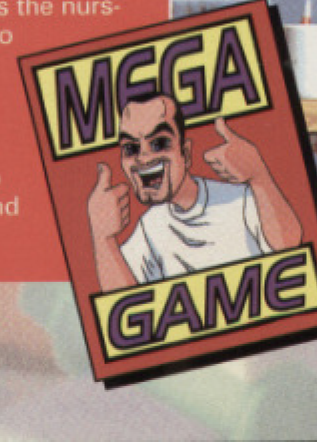




## 3. EGO CHECK

You meets Andy's new toy – Space Ranger Buzz Lightyear. The other toys are impressed with Buzz's laser beam (in fact a blinking light bulb) and his flying capabilities. You challenge Buzz to a flying race across the nursery – your aim: to stay in the air using your lassoo and a grappling hook, your goal: to get onto the bed at the end of the room.





## 4. NIGHTMARE BUZZ

Woody is feeling intimidated by Buzz's technical superiority and the attention he's getting from the admiring toys in the nursery. During a fitful night's sleep, you dream that a giant laser-spitting Buzz is tormenting you...





## 5. A BUZZ CLIP

You're no longer Andy's favourite toy. When Andy's mum takes him to Pizza Planet for dinner, he decides to take Buzz. Driving a remote controlled micro machine, you try to knock Buzz behind a desk so Andy won't be able to find him.





*Amusing in-joke no.1: the book takes its title from Pixar's 1988 Oscar-winner Tin Toy.*

## 6. REVENGE OF THE TOYS

You succeed in knocking Buzz – but he goes flying out the window! The other toys get angry at you, and a nervous Rex decides to make a run for it. Clear his path across the nursery, watching out for vengeful toys.







## 7. RUN REX, RUN!

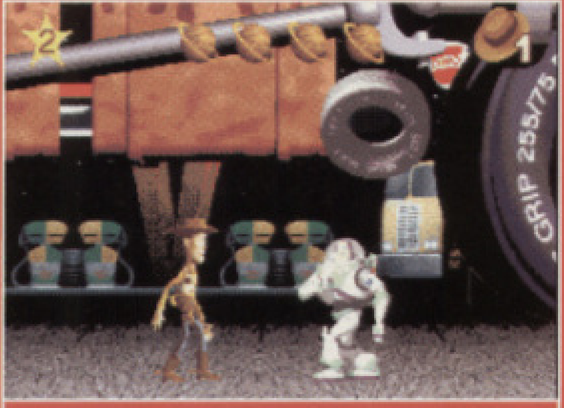
Rex is grateful, so offers you a ride on his back to escape from the other toys. Look out for the toy soldiers, parachuting in to ambush you.



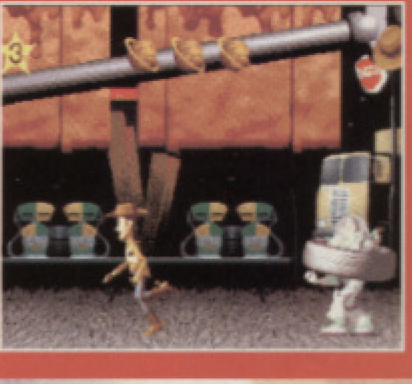


## 8. BUZZ BATTLE

Andy takes Woody to Pizza Planet because he can't find Buzz, but Buzz hangs on to the car bumper and confronts you when the car stops at a petrol station. Using your lassoo, see if you can 'tyre' the Space Ranger out...




*In one of the more inventive levels in the game, use your lassoo to repeatedly whip a tyre into the air. While Buzz hovers around you, whip the tyre so it jams over his shoulders.*



## 9. FOOD AND DRINK

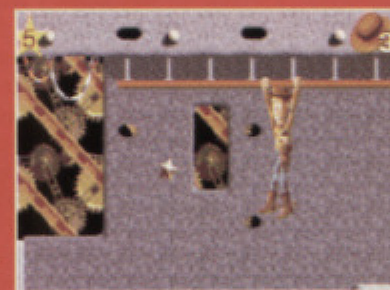
Andy and his mum have driven off without you! Together with Buzz, you hitch a lift to Pizza Planet, and attempt to make your way across the restaurant unnoticed. Watch out for falling food and rampaging children.





## 10. INSIDE THE CLAW MACHINE

Buzz spots a claw machine, and mistakes it for a spaceship that can return him home to Sector 4. You can't face the other toys without Buzz, so you enter the machine's innards to look for him. This level has a basic structure, but some very tricky sections.





## 11. REALLY INSIDE THE CLAW MACHINE

You discover some squidgy toy aliens (in reality, the claw machine's prizes) and they ask you to rescue 8 of their lost friends and return them home. You roam the machine's steel 'corridors' searching for little green men. Looks like you're Doomed...







## 13. SID'S WORKBENCH

Sid grabs Buzz, and you hang on to the Space Ranger's leg for dear life. Sid takes you both home, and attempts to torture you using a magnifying glass and some sunlight. Attempt to escape across Sid's cluttered workbench. Watch out for mutant spiders and fireworks.

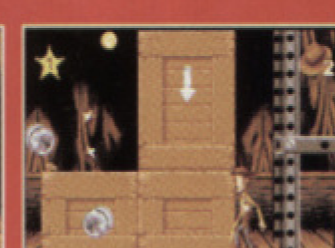




## 14. BATTLE OF THE MUTANT TOYS

Sid is called downstairs by his mum, so you look for Buzz in amongst the brat's mutilated toys. Negotiate Sid's toys and some dangerous gaping chasms.





## 16. DAY-TOY-NA

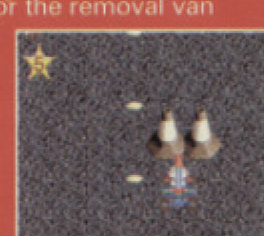
You escape form Sid's house on the back of a truck – but Buzz is left behind. Realising you've forgotten your former enemy, you drive the remote controlled kart back to Andy's house to pick him up.





## 17. LIGHT MY FIRE

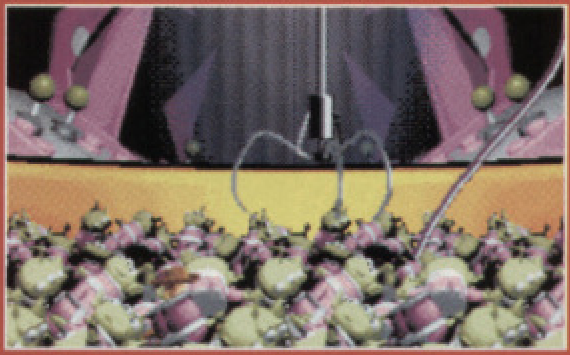
"Thanks for coming back, Woody," says Buzz. The two of you head back down the road, looking for the removal van that's leaving Andy's house. Dodge the cars and traffic cones.





## 12. THE CLAW!

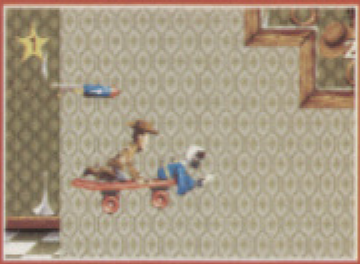
Your reward for success is a visit to 'the claw'. Unfortunately, an evil brat called Sid is pumping quarters into the machine, trying to pick up Buzz. Try to keep Buzz out of his clutches until his money runs out.





## 15. ROLLER BOB

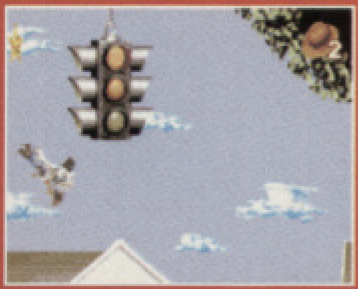
While Sid straps a rocket to Buzz's back and attempts to 'launch' him out the window, race to his rescue on 'Roller Bob' – a cobbled together skateboard/broken Action Man. Sid's fireworks and various obstacles make your task harder. Oh, and watch out for Scud, Sid's dog...



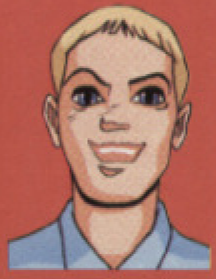


## 18. ROCKET MAN

The remote controlled car can't catch up with the removal van or Andy's mum's car, so Buzz uses his rocket pack. Together with your new friend, you fly between the traffic, under trees and around traffic lights, trying to catch up with Andy.



## COMMENT



**STEVE**

**Blimey. No sooner had the Megadrive been dismissed from the gaming minds of the Saturn and Playstation owners, than this little beauty arrives to bring big cheesy grins to the fat cats at Sega. Not for a long time has any Megadrive game impressed so many people in the way that this has. It's one of those games that leads all the people involved in the industry who have any sense to declare that the old 16 bit scene is nowhere near dead. The graphics are some of the best seen on our humble little machine and show just what it can handle if really pushed. But the fun doesn't stop there. This plays really well to boot, and with so many different styles of play (the Doom-type bit, Micro Machines thingy and Mario Kart section are just a couple of examples) bringing much more than the standard platformers. Superb animation and typical Disney/Sega cheesy soundtracks all add to the feel of an excellent game. Sometimes, the action can be a little too simple in places, but that doesn't really matter. Overall, Megadrive owners can look forward to a worthwhile trip to the shops when this is released.**

## COMMENT



**MARCUS**

**Bit embarrassing this one, really. How many times have we witnessed the latest development in 16-bit software, professing it stretch the Megadrive as far as it can go? How often have we categorically thought we'd finally witnessed all the Megadrive had to offer? Rarely have we been proved so spectacularly mistaken. Film tie-in games are traditionally half-baked excuses to trot out inferior product. Toy Story is a sophisticated and worthy complement to a groundbreaking film, and would stand alone without its lucrative license. The quality of this game's graphics, the variety of its game styles (whoever thought that this would set the scenario for the Megadrive's only spin on Doom?) and the care lavished on everything down to the least significant intro screen (instructions are relayed on an Etch-a-Sketch) make this an incredible achievement in nearly every department.**

**It seems that the future for the Megadrive is as a machine to cater for younger gamesplayers, and this title certainly fits that bill. If you don't like Disney software, don't like the Toy Story film, or didn't like the Saturn Clockwork Knight games then you ain't gonna dig this, however astonishing it may be. Everyone else is in for a treat.**

**I'm not going to fall in the usual trap of saying that this pushes 16-bit software as far as it can go. Suffice to say that this is one of the most impressive Megadrive titles ever released.**

### GRAPHICS — 94

▲Groundbreaking graphics elevate this beyond the highest expectations of most Megadrive owners, truly doing justice to the Toy Story film.

### ANIMATION — 91

▲Check out the waddling Hamm the pig, Woody's end of level victory dance and the evil bouncing clowns. Breathtaking throughout.

### MUSIC — 88

▲Presumably lifted from the film, this is cheeky and fun.
▼It can get annoying if you're trying to perfect one level.

### EFFECTS — 90

▲Sound effects are superb throughout, culminating with a snatch of Woody and Buzz speech on the final level.

### PLAYABILITY — 93

▲Unsophisticated, but highly diverse gameplay.
▼Some of the levels are very samey, and a few are just too short.

### LASTABILITY — 89

▲Eighteen levels, some quite tricky, and a secret bonus game.
▼This clearly isn't aimed at, and won't present much of a challenge to, the seasoned pro.

### OVERALL — 92

An incredible achievement in 16-bit programming, and a near perfect Megadrive classic.

# FIFA SOCC




BY: EA

RELEASE: OUT NOW

PRICE: £44.99

GAME TYPE: FOOTBALL

BREAK DOWN

1-4 PLAYERS

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**OPTIONS**

CONTROL: JOYPAD

GAME DIFFICULTY: QUITE TOUGH

CONTINUES: SAVE GAME

SKILL LEVELS: 2

RESPONSIVENESS: EXCELLENT

**ORIGIN**

FIFA's first outing on the Saturn, continuing the well-received 'next gen' series. Originally one of the best-selling Megadrive titles of all time.

**GAME AIM**

It's footie. Cool. Swap ends at half time. Easy. Score goals. Hard.

**BEAT THIS**

WIN PLAYOFFS

**The most eagerly awaited titles in the Sega world at the moment are, surprisingly, not just the Big Three. As well as the conversion of Zoop, other games high on the MEAN MACHINES list of Saturn pant-wetters include the legendary FIFA Soccer. The tried and tested formula of a single isometric viewpoint (used in all the 16 bit versions) has been thrown out of the window and replaced with a multi-angle TV style perspective.The Playstation version of FIFA was widely regarded as the finest football title yet to appear on any machine, and reassuringly the Saturn version seems near identical.**

Football is probably the most popular game field for any machine, and if recent hurried attempts to get a game out first (Victory Goal and Hat-trick Heroes anyone?) are anything to go by, people will cash in on it any way they can. FIFA looks set to add a bit of class to proceedings, if nothing else. Virtual Stadium Soccer, to give the game its proper title, incorporates all the features that you would come to expect from a football match except the manky half time pies and puddles of piss in dark corners. And in keeping with the 'upgrades' that appeared in the latest Fifa on the Megadrive, this features real player names and teams. As EA themselves boast, "If it's in the game, it's in the game!" Couldn't have put it better myself.




## NICE ONE MOTTY

The better things in the game are, sadly, eclipsed by the cutting insight of John Motson in his running commentary. Having seen Clive Tyldsley in Championship Manager 2, and Barry Davies making his appearance in Actua Soccer, the reject commentator was the only one left for EA to pick from so they cut their losses and went for it. His legendary style of waffling has made many an armchair football fan reach for the mute button, and this game is no different. Whistle a shot by the post to hear a cry of "Ooooohhhhh", or attempt an audacious back-heel to hear surprisingly "Nice back heel." But the, icing on the cake is the amazing Motty Rap. When the game is paused, if you're fortunate snippets of Johnny boy's archive have been jumbled together for a tune to humble Take That. Trust us, this has to be heard to be believed.

















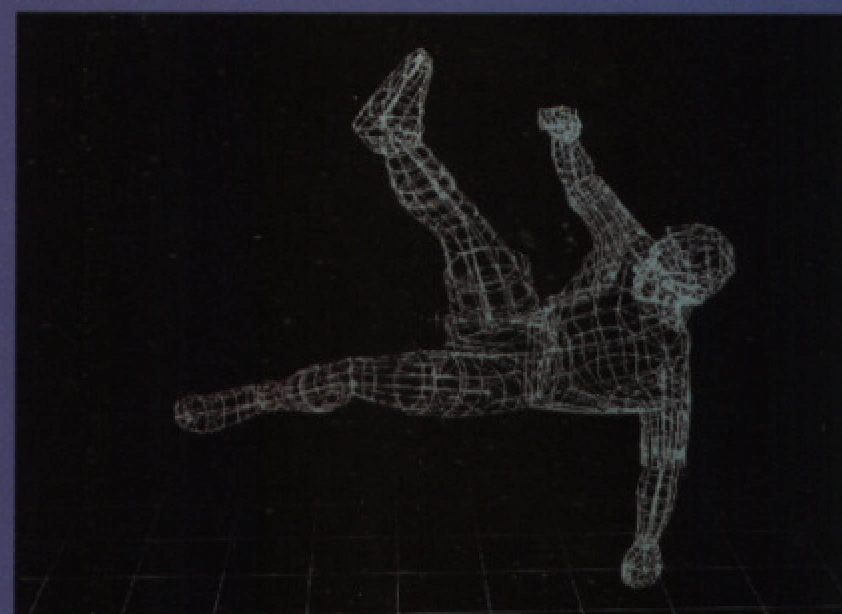
This is Policeman mode, where you are watching the game while on crowd control duties.




# CAN YOU KICK IT?



The movements for the players have all been copied straight from the horse's mouth, as it were. Three Sheffield Wednesday players were drafted in to perform a range of their best tricks. These were wireframed, then texture-mapped, and stuck into the game. Quite why they got Sheffield Wednesday players to do this is a mystery, considering the only trick they know is how to pick the ball out of the back of the net. This does, however, mean that the animation is thoroughly realistic and gives a far greater perspective on the game.







# LEAGUE OF NATIONS

As with the original games, the number of teams to choose from is very broad, enabling many a derby to be battled out in your own home. Be it the Scouse derby between Everton and Liverpool at Goodison Park, or the the Milan derby in the San Siro, nothing has been passed up. And to make things even better, all the real players are included, adding even more authenticity to the proceedings. But the well known teams aren't the only ones. The more exotic among you have been catered for with the inclusion of the American league, and even the Malaysian competition. Quite who they are, or if they are any good, remains a mystery, but until they manage to beat England (which isn't too difficult these days) then they are to football what Madonna is to the Celibacy fund.















# IT'S JUST LIKE THE TELE

As you may have gathered, the Virtual Stadium is called so because of the arena, and the amount of different angles to play the game from. Here we go with a complete run down pop pickers. Not 'arf!





## VIEW 1:TELECAM

This is the default setting for the game, and is the easiest to play under. The view follows the play under a variety of angles, and keeps at a fair distance as well.



## VIEW 2:SIDELINE CAM

Unsurprisingly, this view stays on the touchline and follows the play from there. The nearer the goals you get, the nearer the camera moves to the pitch, then moves back to centre with the ball.



## VIEW 3:CABLE CAM

This seems as though it is suspended above the stadium on a cable, and moves forward and backwards, keeping at the same height along the way.



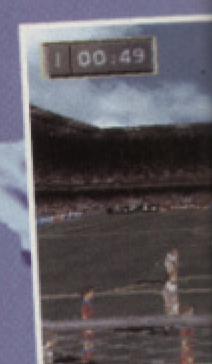

## VIEW 4:ENDZONE CAM

This is almost the same as the cable, but is a lot lower. This makes the players on the far sides a little harder to make out.



## VIEW 5:STADIUM CAM

This is the most random camera to select. It changes the view all the time, with closer and far out views, but there is always enough on screen room to see the players that are in the immediate vicinity












Vinny Jones would have been proud of that tackle. Nasty.




## VIEW 6:SHOULDER CAM

This is the Virtual Viewpoint, with the action being viewed from down behind the players. Obviously this is good to see all the players directly in front of you, but further away players are harder to pick out. It also makes the longer passes and desperation punts up field slightly harder because you can't see anybody. This should be reserved to showing off status.



## VIEW 7:BALL CAM

This is really quite self explanatory, as the ball is the central point of the camera. It stays only a few yards or so away from the ball and, like the shoulder cam, is good for seeing the closer players.





## COMMENT



**MARCUS**

**The FIFA legend not only survives the next gen transition intact, but surpasses anything previously seen in this genre. This is a formidable achievement that deserves the attention of anybody to whom gameplay is a priority, but this scores on the sheer polish of its appearance as well. Motty's hilarious commentary didn't bug me the way it bothered Steve (in fact that unbelievable rap demands to be a single) until it started getting a bit repetitive. A wider library of comments would have been a minimal touch that would have lent the game a much greater degree of realism. Elsewhere there is little to find fault in here, the FIFA series having finally entered the arena of superb simulation alongside excellent gameplay. One minor gripe (except the ability of this to bring out the very worst 'sore loser' aspect of Steve's personality) is the occasional nonsensical player behaviour. There's nothing more annoying than carefully setting up a pass only to see a player running away from the ball. But these are high expectations that only a game of this quality arouses. And the fulfilment of even the highest expectations from the FIFA series surely can't be far away.**




# THE REFEREE'S A...?

As with the other versions, the crowd songs are an integral part of the proceedings. But this time they seem to have adopted a more abusive air than usual. For instance, when the scoreline was reading 5-0, one chant sounded distinctly like "What a load of rubbish." And when playing against Man Utd, a chorus resembling "What a waste of money," could be heard. Wonder why?




*You join the action as the Duncan Goodhew Appreciaton Society soccer team line up for the kick off.*




## COMMENT



**STEVE**

**Many of my more recent Saturdays have been spent watching my beloved Everton in London and around Liverpool, and in my opinion you just can't beat a good footie match. So when Virtual Stadium arrived all my armchair soccer fantasies seem to take a dramatic twist into reality. This game really puts you there, with CD quality crowd songs, far more realistic player attributes and movements, and the duff commentary of Johnny Boy Motson. Graphics on the whole are really smart, with the view panning around to give the TV feel that is being aimed for. The sounds are sparse, apart from crowd songs, but all that is forgotten when you here the Motty rap. Unbelievable But the most important thing here is the playability. Having to live up to the other FIFAs was the task ahead of the programmers, so the realistic feel (haven't I mentioned that before?) has been utilised fully. The players' running and general movements are all good. And because they look real, it means that it feels the same way. Passes generally go where you want them to, and it's impossible to do the same tactics to keep scoring, as it's so much harder to score anyway. If it's football you want then you wont be disappointed in this. But I feel there may be better to come just around the corner.**

### GRAPHICS — 92

▲The stadium, and the presentation, is all top notch.
▼The FMV sequences at half time could have been better.

### ANIMATION — 90

▲Players look and move so realistically that it's almost like being there.

### MUSIC — 90

▲Some of the tunes grind a bit, but when you've got the Motty rap, who cares?

### EFFECTS — 91

▲Crowd noises have all been sharpened and made clearer.
▼There are no really ecstatic yells when a goal is scored.

### PLAYABILITY — 89

▲Easy to get into, difficult to put down.
▼Sometimes playing the computer is too difficult.

### LASTABILITY — 87

▲Lots of tournaments and leagues to play around with, and secret bits as well.
▼A bit boring in one-player mode.

### OVERALL — 88

The best football game on the Saturn so far, and it's going to take some beating.




**BY** SEGA

**RELEASE** OUT NOW

**PRICE** £44.99

**GAME TYPE** RPG

**BREAK DOWN**

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**1 PLAYERS**

**OPTIONS**

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
RAM SAVE

SKILL LEVELS
1

RESPONSIVENESS
SLOW

**ORIGIN**

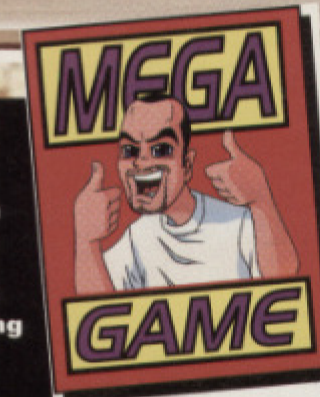
The first isometric RPG for the Saturn, owing much in gameplay terms to Shining Force on Megadrive.

**GAME AIM**

Assemble the 12 warriors required to rid Queensland of the curse of Lord Bane.

**BEAT THIS**

LEVEL 3 CHARACTERS






**MEAN MACHINES picked up on Mystaria months ago when it was named Riglord Saga for Japan. What appeared to be an impressive RPG was rendered incomprehensible at that stage by the Japanese characters. As plot is fundamental to the game, and playing it involves accessing a large range of text menus, it was an untouchable import.**

However, we now embrace Sega's prompt translation, accomplished off the back of the game's quality, and the popularity of the Shining Force titles on Megadrive, which feature much the same idea in basic gameplay. There's no story connection with Shining Force. Mystaria introduces the province of Queensland, a peace-loving state, gambolling creatures etc. Now it's under the occupation of Lord Bane, a demonic sorceror who appears to have its much-loved Queen under his spell. You, the dashing young prince, are out to assemble a band of 12 warriors that will allow you to challenge Bane's evil hold over Queensland.

# VILLAGE VOICE



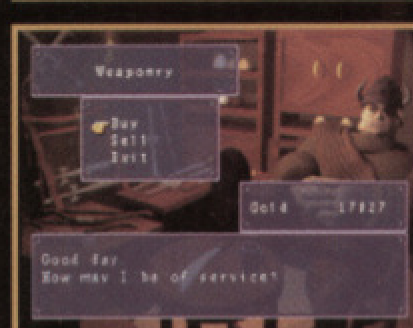
In time-honoured fashion, you visit towns and villages to learn information, stock up on weapons and items and trade. Mystaria's town sequences are shown from yet another graphic perspective. Visiting these is vital to unravelling the game plot.




*Choose your topic of conversation.*



*The well maintained pathways between towns.*




*There are dozens of weapons to buy.*




*Cheap healing herbs or extortionate magical charms.*



# STARIA



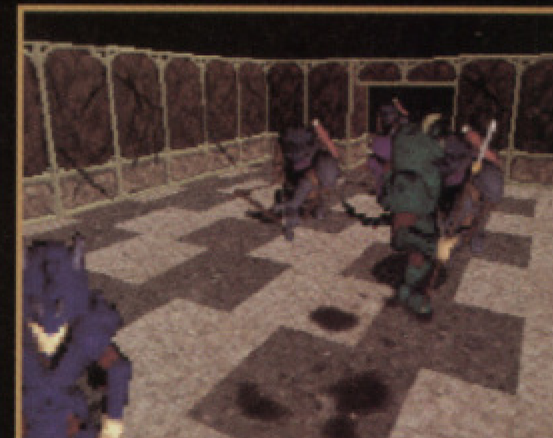
## WEB OF FEAR

To Mystaria's defining feature: the isometric perspective. Each of the battle areas are displayed in virtual fashion, and offer various viewing angles, plus the option to view 'through the eyes' of any character in the game. That particular option is no use for making tactical decisions, but the view which places a grid over the landscape, denoting distance and elevation, is.





*The party enter the gloomy Mivlit tower anxiously.*



*The first person view of the battle within Dragoon castle.*



*The close-up grid view details the battlescape in three dimensions.*



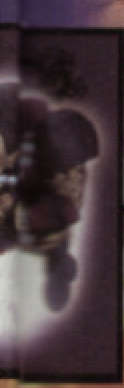
*The distant view allows you to view all the characters on a large scale.*

## WILD FRONTIER

Mystaria is notable for giving you more freedom than many other RPGs. Once in Queensland, you are free to travel the paths on the map and visit sites, towns, mountains and forests in the order you choose. Generally, the further you travel the stiffer the opposition.



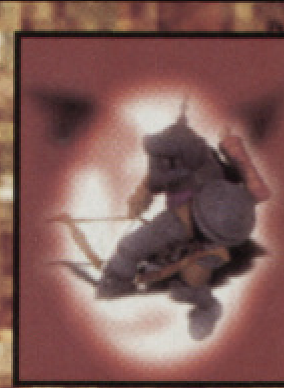
*Repel all boarders! One battle takes place aboard a pirate ship.*













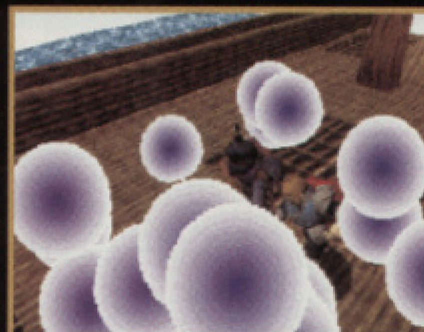


# OH HAPPY BAND

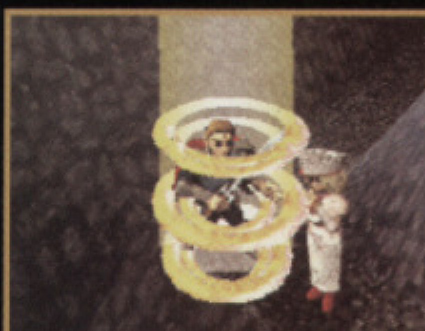
Initially, there are four fighters in your band, but it will grow as you scour the landscape of Mystaria, looking for the other descendents of the 12 legendary warriors. Your band spans a range of character classes, each using a different style of combat. Some of the players use magic, weapons, unarmed combat or a mixture of these. Each character's abilities are listed in the technique menu — which can hold up to twelve different actions. As you progress, your characters will spontaneously learn new techniques, of greater offensive or magical power. Here's an idea of the range of characters and techniques:


ARAGON


FLAME SWORD


HOLY SWORD


SAURA


HEAVENLY CURE


ICE STORM


ALETHA


SLEEP SPELL


SHRINK


ZELETH


TERRORISE


SNOW STORM







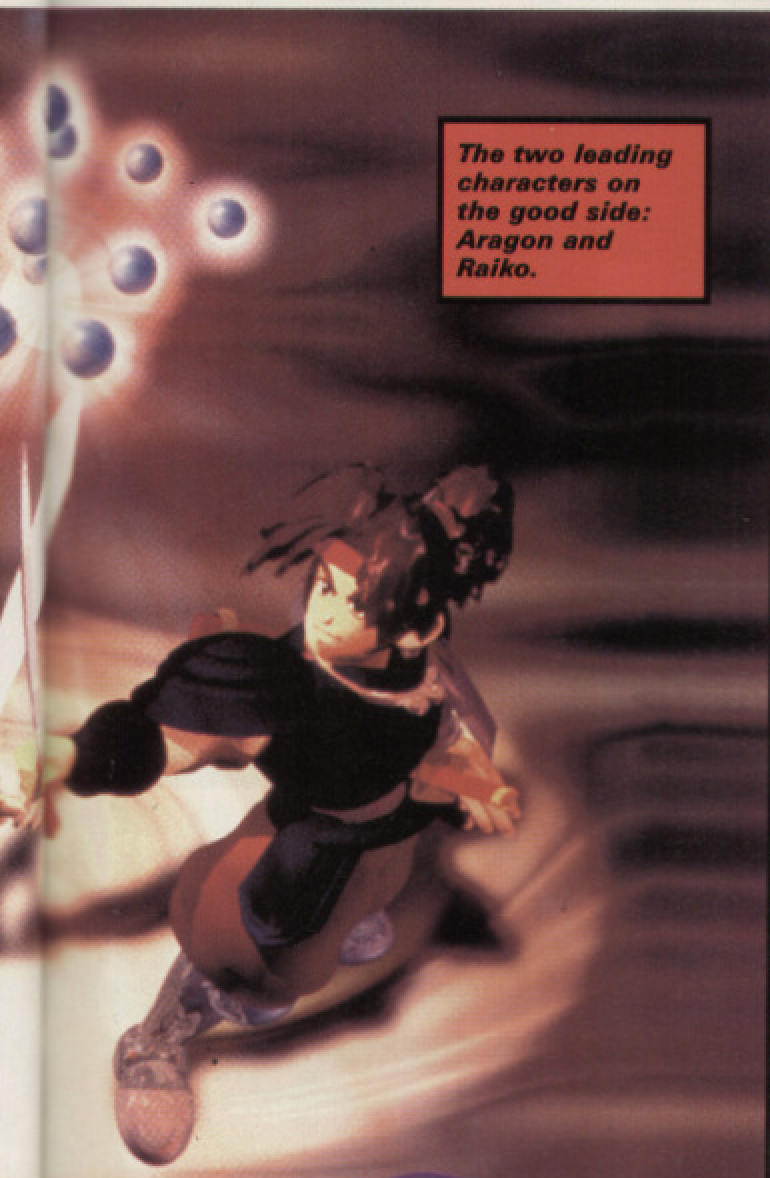

ASHE


SONIC ROAR


DRAGON FLAME


RAIKO


SHADOW STRIK



*The two leading characters on the good side: Aragon and Raiko.*

## COMMENT



**GUS**

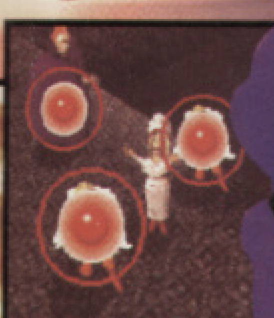
**Mystaria, being the first true RPG on the Saturn, fills a significant gap. More importantly, it's an accomplished and polished title that should satisfy the small but demanding band of gamesplayers who live and breath this kind of game, with enough locations, characters, spells and surprises to sustain extended periods of play. The plot is nothing original, but the slickness of the menu systems and the incredible depth of the game counter this. The game is massive, even by the standards of Japanese RPGs, and the extent to which characters develop is astonishing — eventually attaining a range of 20 or more attacks. The attacking monsters show a similar variety. Graphically, the isometric system often makes the game look horribly blocky, though seeing the realtime attacks is satisfying. A cursory play doesn't do the game justice — it's actually superior to the Megadrive classic Shining Force.**

## COMMENT



**STEVE**

**I have to say that I agree with Gus on this one. Having also been a great fan of the Shining Force series, the prospect of a similar type of game really appealed to me and even though this is the first RPG to appear on the Saturn, it has set a tough standard for the others to follow. The game starts at a bit of a slow pace, but when you actually play for more than just a few minutes, the amount of attacks your own characters can do grows and grows until you're pulling off the full range of spells. And because the game itself is so big you get plenty of opportunity to use them. Sometimes, however, the perspective leaves a lot to be desired in the fight sequences, with close ups becoming a bit grainy. However, if you want sheer depth, you'll love this.**







KE



DOOM STRIKE





### GRAPHICS 76

▲Novel perspective than can be manipulated in realtime. Some excellent spell effects.
▼Blocky graphics at close range spoil the effect.

### ANIMATION 77

▲Used to bring the tactical techniques to life.
▼Not much of it in the non-battle phases.

### MUSIC 75

▲Some good tunes generated by the Saturn in realtime.
▼Tunes are short and tend to repeat too often.

### EFFECTS 83

▲Good range of exotic sound effects for the magical attacks.

### PLAYABILITY 88

▲Well designed menu-driven gameplay, and a well balanced challenge from the battle sequences.
▼Some battle episodes go on too long.

### LASTABILITY 95

▲The range of upgrading possibilities and weapons is vast. You gain an affinity with the characters and an interest in the plot.

### OVERALL

Mystaria is, and will be for some time, the natural choice for RPG gamers on the Saturn. An excellent effort.

**90**




BY: INTERPLAY

RELEASE: JANUARY

PRICE: AROUND (£45)

GAME TYPE: RPG/SHOOT 'EM UP

BREAK DOWN

1 PLAYERS

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**OPTIONS**

CONTROL: JOYPAD

GAME DIFFICULTY: HARD

CONTINUES: SAVES

SKILL LEVELS: 3/3

RESPONSIVENESS: FAIRLY GOOD

**ORIGIN**

A cinematic RPG which combines lateral thinking with shoot 'em up sequences tied together in a strong storyline.

**GAME AIM**

Tackle security systems, bloodthirsty bosses and devious babes in your mission to capture a deadly biological weapon.

**BEAT THIS**

REACH SIBERIA



# CYB

**Last month's preview of Interplay's new RPG/shoot 'em up introduced us to the world of 2027 – a futuristic nightmare society victim to the power struggle between ruthless criminal cartels and the Free World Alliance.**

Interplay's Cyberia, newly converted from its original PC CD-ROM version, sets its story against this backdrop. An imprisoned criminal called Zak is offered his freedom in return for undertaking a dangerous mission to steal a deadly biological weapon. Before he gets to the top secret Cyberia base, however, he must rendezvous with the mysterious Santos, collect an experimental fighter plane and undertake a series of counterstrike and pre-emptive missions.

Our preview feature concentrated on Zak's attempts to take possession of the TF 22 fighter plane. In this broader look at the complete game, we look at the other facets of his near suicidal mission.

Your game position is automatically saved every time you get past a crucial point, and you can access any saved position you like. The user interface also gives you the chance to precisely co-ordinate the three skill levels on the 'arcade' sections of the game with the three skill levels on the RPG sections.



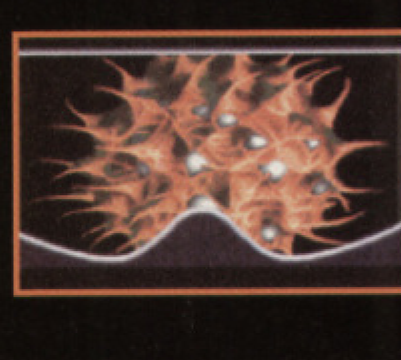
## MISSION IMPROBABLE

In order to win your freedom from solitary confinement you must undertake a dangerous mission – travel to Santos's rig, take the experimental TF 22 fighter plane from a top security hangar and fly the beast through a series of hazardous missions. Once you've overcome these, you must fly to Siberia, locate the Cyberia base and capture the deadly biological weapon code-named, you guessed it, Cyberia. Here's a day in the life of our hapless hero, Zak...



### 1. THE DEAL

William Devlin makes you an offer you can't refuse – risk your life for Cyberia or rot in jail. Anything's better than solitary confinement.



### 2. BRIEFING

You're briefed with information on the Cyberia base and the biological weapon itself via your 'BLADES' (Bio-optic Low Amplitude Displayed Energy System).



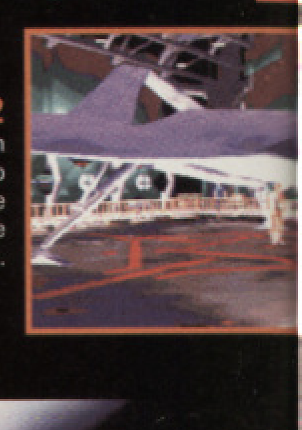
### 3. BASE DEFENCE

No sooner do you arrive at the base then you're pressed into service to defend it from enemy attack by manning a sophisticated anti-aircraft gun platform.



### 4. SNOGS

Your reward for seeing off the enemy mines and planes – Santos's girlfriend gets a little over-familiar with you.



### 5. THE TF 22

The first prize on your mission is located – deep inside a top secret hangar lies the experimental fighter plane code-named TF 22.



Although you have no worries controlling the plane (you're flying to a preset course) the journey between Santos's rig and Siberia is a hazardous one. You are put through a number of taxing bombing raids with a mini-squadron of pursuit ships hanging on to your tail.



### MISSION 1: OPEN OCEAN

Destroy an enemy hovercarrier by detonating an on-board fuel truck. Evade and destroy the three marauding hoverfighters.



### MISSION 2: MILITARY ISLANDS

Destroy the well-armed munitions dumps on the coastline of a remote island. Watch out for the gunboats.

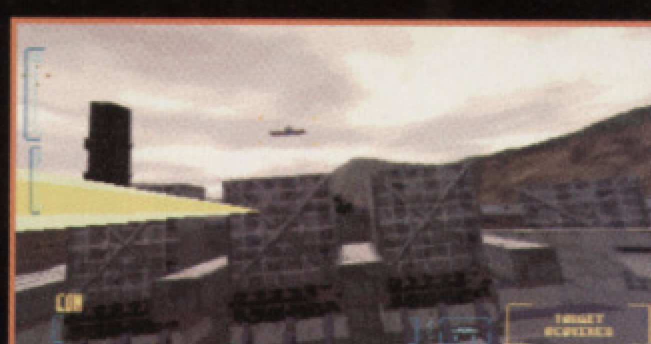


### MISSION 3: NORWAY

Pass through the canyon to avoid long range enemy air and sea defences. Tanks are a danger here.

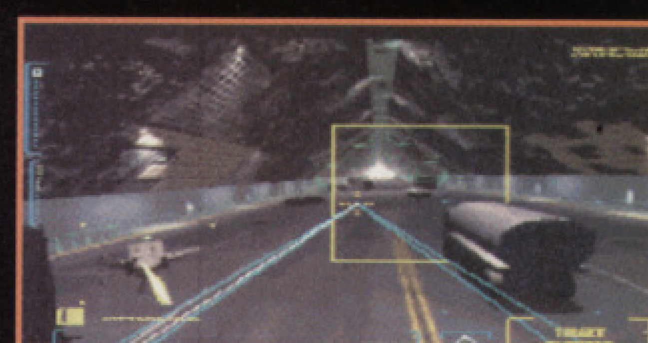
# ERIA





### MISSION 4: ARCHANGEL MILITARY PORT

This is the first obstacle to passing through the local defence grid. This is defended by hoverfighters, attack planes and tanks.



### MISSION 5: FREIGHT TUNNEL

The second obstacle is this heavily-defended tunnel. Be careful not to hit any fuel trucks – the resulting explosions could bring the roof down.







### MISSION 6: ZUBROUSKA

Your re-fuelling location is currently under attack by Cartel fighters. Avoid hitting the allied forces defending their city.



### 6. CHOCS AWAY

The plane's automatic pilot flies you to Siberia. On the way, however, there's the little matter of some airborne sabotage to take care of.

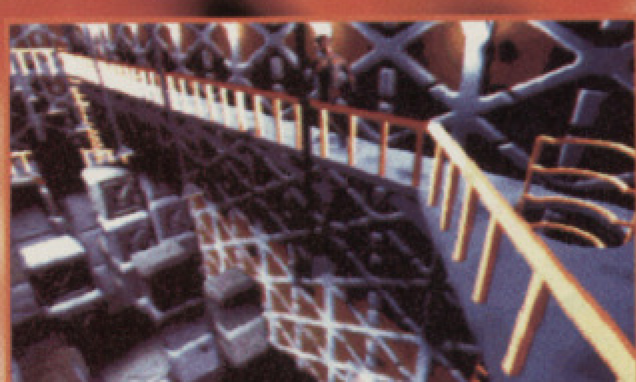








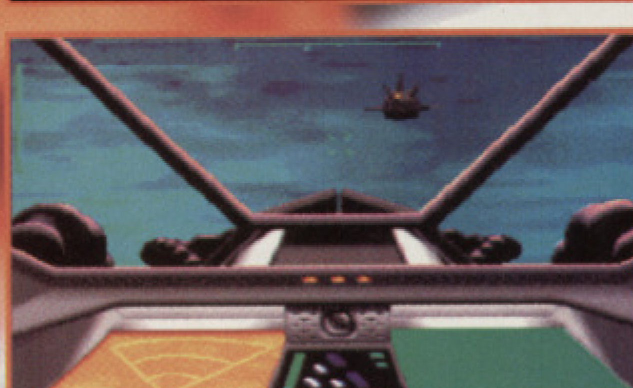
*The TF 22 in flight over the picturesque Norwegian fjords. That it's about to bomb.*



*Escape from the sadistic Santos and his promiscuous girlfriend up here.*



*Let your BLADES check out mysterious substances first. Not your hand.*



*One of your duties on Santos's rig is to knock out explosive mines sent by the nasty Cartel forces.*



*The TF 22 is booby-trapped. Take care.*



*Don't leave home without this.*









## COMMENT



**MARCUS**

**Cyberia is, by turns, excellent and disappointing. The unequal distribution of two such radically different game styles (arcade and RPG) was always bound to give the finished product an uneven feel. The vast differences between gameplay quality and appearance between the two don't help. The RPG sections are superb – well designed, intelligently structured and carefully animated. However, when Zak mans the anti-aircraft guns or jumps into the cockpit of the TF 22 it's a different story. At best, you get the impression you are watching someone else play quite a stylish game. At worst, you'll end up banging your head against the wall over the scant interactivity and the curious weapon controls.**

**On the good side, many of the things that are usually given scant attention in many games – sound effects and music – are all superb, and help paper over the cracks here. Overall though, this is is a game that's tried to be too many things to too many people and come off distinctly half-baked.**

## COMMENT



**STEVE**

**At first, this didn't exactly strike me as being one of the most exciting games of all time. It's fairly difficult to get into, and certain parts are infuriatingly mind-bending. The graphics on the whole are very good, with lots of rendered stuff proving easy on the eye and linking the sections together well. But when you get to the shooting sections the graphics take a turn for the worst. There is no sky to speak of and the overall impression is that the in-flight scenes look a bit rushed. I do like some parts of this game, but not really enough to warrant a recommendation for the whole package.**

### GRAPHICS 88

▲Intricate renders, stylish characters and imaginative design.
▼It's far more detailed in the RPG sequences than it is during the shoot 'em up sections.

### ANIMATION 84

▲The whole game looks like an early Eighties sci-fi film, with multi-angled 'camera' set ups. Character animation is fluid.
▼Everything seems a little static.

### MUSIC 90

▲The rumbling synth soundtrack, supplied by Thomas Dolby's Headspace, sounds like a movie score and is a cut above what we're used to.

### EFFECTS 87

▲Superb klaxon sounds and excellent speech add to the movie atmosphere.

### PLAYABILITY 79

▲At its best, this is among the finest in Saturn adventure gaming.
▼Playability is wildly variable between different levels, and styles, within the game.

### LASTABILITY 80

▲A real challenge which should keep you occupied, assuming the inferior shoot 'em sections don't frustrate you.

### OVERALL

Very uneven. At best this is atmospheric and engrossing. At worst, it's clumsy and frustrating.

**70**



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GAMES
ISSUE 171
OUT NOW




BY: SEGA

RELEASE: OUT NOW

PRICE: £34.99

GAME TYPE: PLATFORM

1 PLAYERS

4 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
PASSWORDS

SKILL LEVELS
1

RESPONSIVENESS
GOOD

ORIGIN

Originally a SNES game, for some reason this skipped Megadrive and arrived straight onto handheld.

GAME AIM

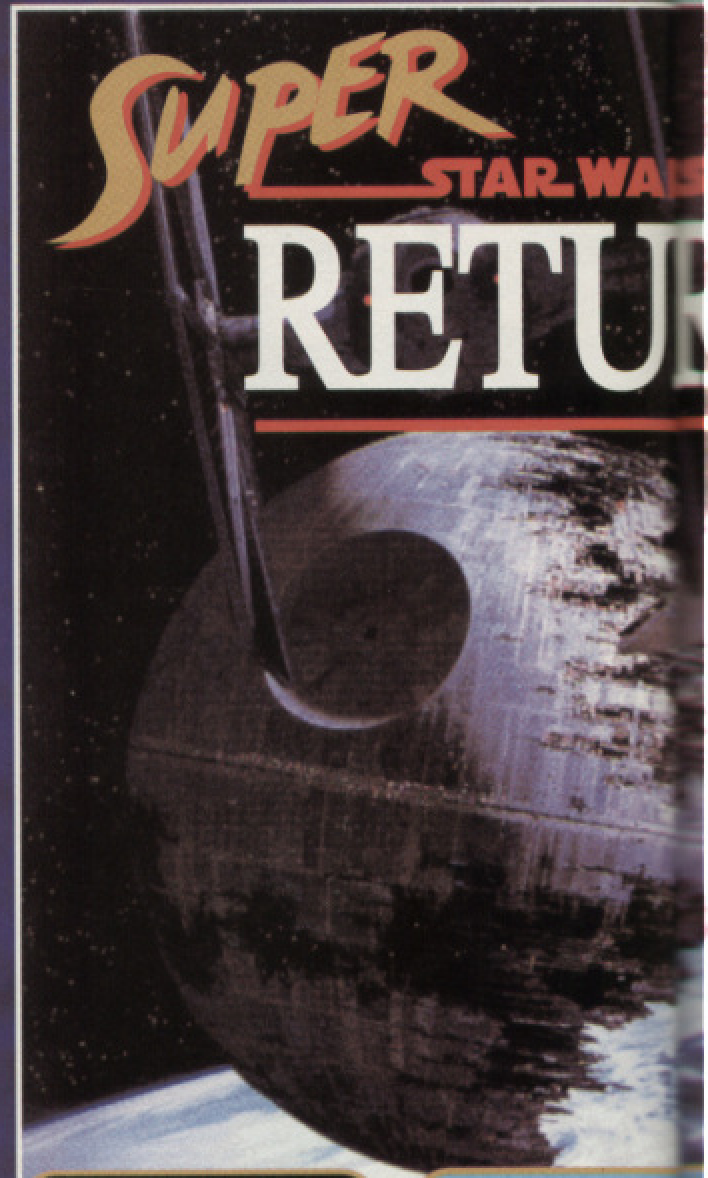
Rescue Han Solo, kill Jabba the Hut, defeat the Dark Side and destroy the Death Star.

BEAT THIS

GET TO POWER GENERATOR

**Everyone has seen Star Wars. It's part of day to day life. Just like getting up in the morning, eating your dinner and sleeping. Watching Star Wars films is fate. Having said that, there are two types of people in the world who haven't seen Star Wars: those that are below the age of four, and those that choose to reject television. Star Wars repeats are now a sacred part of Christmas family viewing, like James Bond movies. So if ever there was a film series gagging to be made into a game then this surely is it.**

**All of the best-known characters are in here at one point or another, and even if you cannot fight them, they make cameo appearances to help you along. Only Yoda seems to be missing, but if recent paper reports are to be believed, he has been spotted in numerous bars on the Costa Del Sol sipping cocktails with Marcus. Strange that. Anyway, there are four main missions, each of these has lots of sub stages and even a couple of driving sections to be negotiated. Characters can be chosen at the start of each level, and will differ depending on how far you are into the game and its storyline.**




## CHICKEN PICK 'EM UPS

As you would expect from any above average platform game, there are icons dotted in various hard to reach places that aid you in your quest. Most of the standard stuff is here – hearts to replenish energy, weapon power ups and so forth. But, should you bump into your robot friend R2D2, he will then act as a restart point.



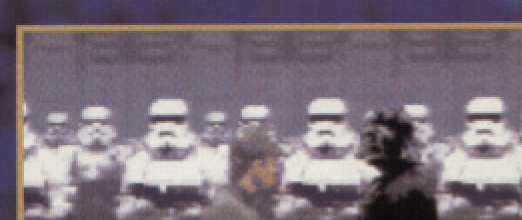
Finally, if you stumble across a sphere with the letter D inside, press buttons 1 and 2 to trigger the Thermal Detonator bomb you have just picked up.





## THE REBEL FORCE

You start the game being able to select from the standard Rebels, namely Luke, Leia and Chewbacca. Once you have rescued Han Solo from Jabba The Hut, he becomes available to play in certain sections, and once the speeder bike level has been traversed, Wicket the Wok makes a brief appearance.





### LUKE SKYWALKER

Raised as a farm boy and trained by Obi-Wan Kenobi and Yoda, Luke has shown the potential needed to control the mysterious power known as 'The Force.' He brandishes a home-made Light Saber as a weapon.



### LEIA ORGANA

Princess Leia worked as a spy for the Rebel Alliance, and served as a member of the Imperial Senate. When she is disguised as a bounty hunter, she carries a weapon staff, but usually uses an alliance pistol.



### HAN SOLO

He was captured by Lord Darth Vader, who gave his cryogenically suspended body to Jabba The Hut. It's from the blobby one that you have to rescue him. Han uses a modified Corellian blaster pistol as his weapon.



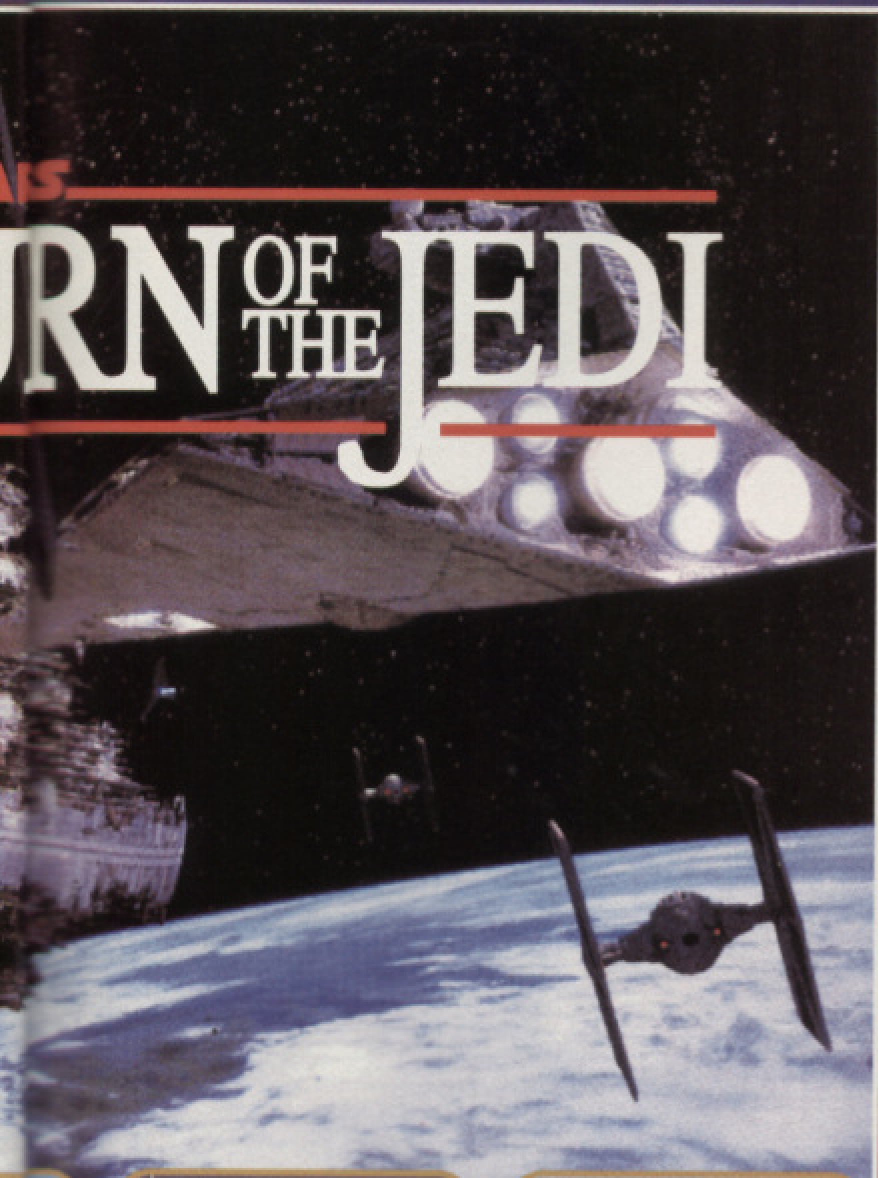
### CHEWBACCA

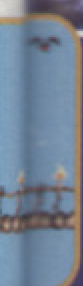
Raised on planet Kashyyyk, he was taken captive by the Empire along with the other Wookies. He was rescued by Han Solo, and now serves as co-pilot on the Millenium Falcon. Uses a Laser Crossbow rifle.



### WICKET THE WOK

For one level only, we present Wicket the Wok. The furry midget is needed to traverse the Ewok Village and find the Shield Generator. Uses a self-made bow and arrow to shoot down the lizards and plants that have taken over his village.







## DRIVE ME CRAZY

As well as the standard platform action, there are a couple of driving levels to be got at. The first takes place on a Speeder Bike (transport of the Imperial biker scouts) and you must shoot down all of the Rebels before they get a chance to sound the alarm on your arrival. The idea is to bump them out of your way as they come up from behind you, and then shoot them when they get in front. Watch out for the trees as well. The second driving level takes place inside the Millenium Falcon, and is the final level of the game. The aim is to destroy the central power core, but TIE Fighters and laser cannons will be doing their best to stop you.





## COMMENT



STEVE

The Game Gear lives on! There is no need to bring out the life support machine just yet, as long as a couple of games like this keep arriving every so often. It's not brilliant, but it's certainly the best thing, hold on, the ONLY thing to arrive since Arena some months back. The SNES game was pretty good by anybody's standards and this is similarly impressive. The graphics are surprisingly good, but in some places, the background hides the enemies' bullets as they come towards you, and even the enemies themselves. The password system perhaps makes the game a little too easy – limiting it to two or three continues would have been better. Still it's a good game on every other count, and if you're after a reasonably tough platformer to play whilst you are on the bog or something, then this will past the time pretty well.

## COMMENT



MARCUS

I think Steve's been a bit hard on recent Game Gear output – Garfield Caught In The Act far outshone its Megadrive equivalent, and Super Return of the Jedi arrives alongside a handheld version of PGA Tour 96. There's clearly life left in the little black box yet. Super Return of the Jedi has a lot going for it – detailed graphics, plenty of faithful recreations of sequences, scenarios and plot devices from the film and a good responsive feel. The animation on Luke's light saber (which is clever enough to turn itself off when there's no chance you'll need it) is very pleasing to the eye, and the swoops and swishes of your weapon add to the Star Wars atmos. The Stylophone rendition of the theme music is another matter, but I suppose we're lumbered with that. This is a good play, if perhaps a little undemanding in places, and uses elements of its film license to good effect.

### GRAPHICS 86

▲Some sections are quite well detailed with clear backdrops...
▼But others are blurry, and hide some of the foreground characters.

### ANIMATION 78

▲Middle of the road stuff. The Rebels are all fairly good.

### MUSIC 78

▲All the faithful tunes are here...
▼But they sound like they are being played through a mouth organ.

### EFFECTS 75

▼Well, it is the Game Gear...

### PLAYABILITY 83

▲Once you pick it up, it is easy to keep going.
▼Repetitiveness creeps in in some places.

### LASTABILITY 82

▲It's not an easy game.
▼Passwords mean completion takes less time.

### OVERALL

This is nothing new, but it is entertaining and deserves a look.

81




**BY** CORE

**RELEASE** MARCH

**PRICE** £44.99

**GAME TYPE** ERM, GOLF

**BREAK DOWN**

**1-4 PLAYERS**

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

**OPTIONS**

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
SAVE GAME

SKILL LEVELS
2

RESPONSIVENESS
GOOD

**ORIGIN**

Originally called Tee Off, then developed for 32X as Scottish Open Golf. Now it's finally emerged for Saturn as Virtual Golf.

**GAME AIM**

If you don't know how to play golf by now you need a pitching wedge rammed where the sun doesn't shine.

**BEAT THIS**

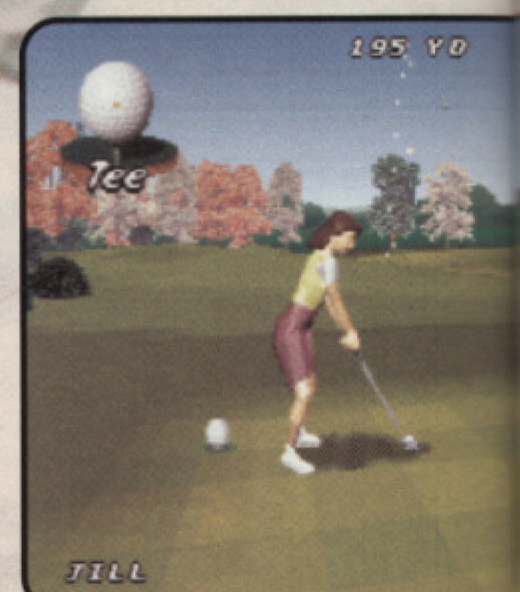
-4 IN TOURNAMENT

**Sports people in the 'media eye' seem to be coming a bit of cropper lately. First there was the fiasco surrounding Duncan Ferguson (the Everton player who got sent to jail), then there was a spot of bother over Will Carling and his 'fling' with Princess Di, not to mention Cantona and his Kung Fu kick. David Hillier got caught nicking baggage at an airport and Terry Venables came a cropper employing some "embarrassing" business practises. But until Nick Faldo decided play his ball out of bounds, the tranquil world of golf had stayed relatively sleaze-free.**

And it's a sleaze-free game that Core want you experience as they introduce us to Virtual Golf. They aim to dispense with all the stats and get down to some serious, no-nonsense gameplay in order to please the nation's hungry horde of golfing fanatics. Instead of being your usual batch of sports people who would brave all sorts of weather just to keep up their favourite pastimes, these people choose as a substitute to the real thing a game where the only club they may grasp is a joypad and the only balls they might play with are (I think that's quite enough of that – Marcus). Yes, well, this game was originally due out for the 32X under the title of Scottish Open Golf but due to a couple of technical glitches (something to do with the license) the name had to be changed and now it will arrive via the Saturn instead of the beloved mushroom, with the highly imaginative title of...Virtual Golf. Hurrah!






## COURSE YOU CAN

Virtual Golf has adopted a couple of neat twists in order to prolong the playtime you may choose to give it. Of the four courses, only two of them can be accessed when you start as they feature the amateur holes. In order to play on the other two you have to first obtain professional status. This is done by finishing an amateur tournament under par after the duration of the four rounds. You'll then be given a password that lets you enter the pro courses. Should you finish all these, there is an option to flip the courses in a mirror mode kinda way.

### THE BOWERY

Set in the beautiful New Forest countryside, we are promised 'unparalleled opportunities for a great game of golf.' It was originally called the 'Shire,' and was laid out by Ernest Randall, one of the greatest golfers of his generation.







### KILMARNEY

Back in the 1920s, wealthy land owner William Perceval contacted the famous Irish golfer Connell O'Hare to design the best course in Ireland. He turned it down and built Legoland instead, but it's still a nice course.

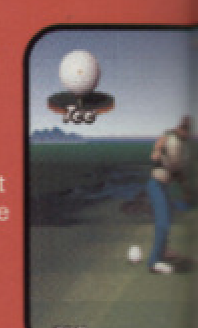
### PENPERRO

The first professional course of the two is set in Cornish territory, and bears many similarities to golfing in Scotland – they use haggis for balls and the flags are all Tartan. The strong sea gusts provide a challenge in the wind department.

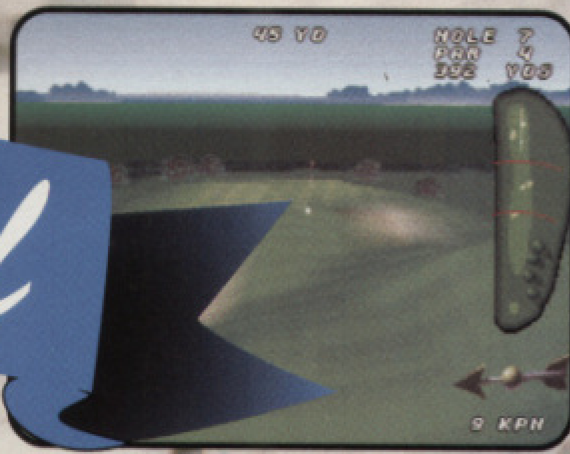



### GLENLOCHRIE

Easily the longest course of the four. The first Open Championship was won here by Tommy Smith. Golfing traditions in this part of the world date back to the 1570s, when human bones were used as clubs and donkeys doubled as caddies.






*The giant Yeti has ruined this course. Look at the size of that footprint.*

## SCRAMBLING

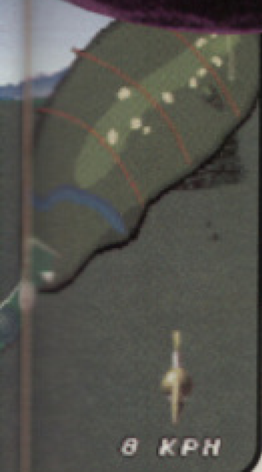
As with most of the other golf games, the style of game you can play is varied. The usual options are presented here: Shoot Out, Tournament and Skins Challenge are all pretty familiar. However, Core have added yet another new style of play to liven up the proceedings with a Derby Scramble. Also known as a Texas Scramble to the keener golfers out there, this basically consists of two players in a team, battling it out against two other players, human or computer. All of the players take Tee shots and then whoever from the pair has driven the furthest, takes his/her shot. Then the partner takes the third shot, and the two of you keep alternating between hits until the ball is in the hole.






*As the ball makes it's way towards the hole, a birdie looks like a certainty...*


*...but a strange force warps the ball to dimension charisma, aka Nick Faldo.*

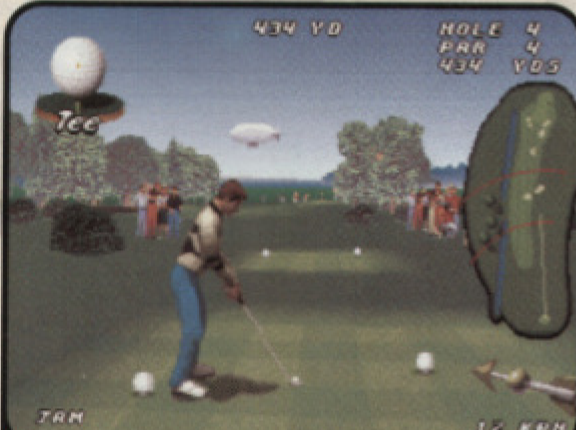











*I challenge any one of you to come up with something funny about golf without using balls in the gag...*







## AND ACTION!

The Virtual sports games now becoming common on the Saturn all have one thing in common: multiple camera views. This is no exception.



### STATIC CAMERA

This camera stays in a fixed position behind your male or female golfer.



### AIM CAMERA

Again, the camera stays behind your golfer, but tracks the ball up and down and from left to right.



### TRACKING CAMERA

This will follow the ball, but remains fixed to the hole.



### TRACK AND PAN CAMERA

The best view to have. This follows the ball and then spins round once it has landed.



### SPLIT CAMERA

This is the PGA style view. About half way through the shot, the view switches to behind the hole.



### CRANE CAMERA

About half way through the shot, this changes to a view in a tree top and follows the ball until it stops.


















*Ha, Ha. Take this out these cardboard cut-out spectator type people.*



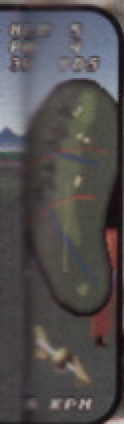

*That is the brail device for blind golfers to read the slope by the hole.*

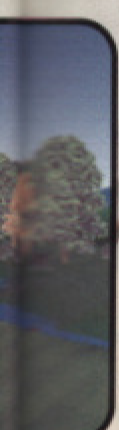


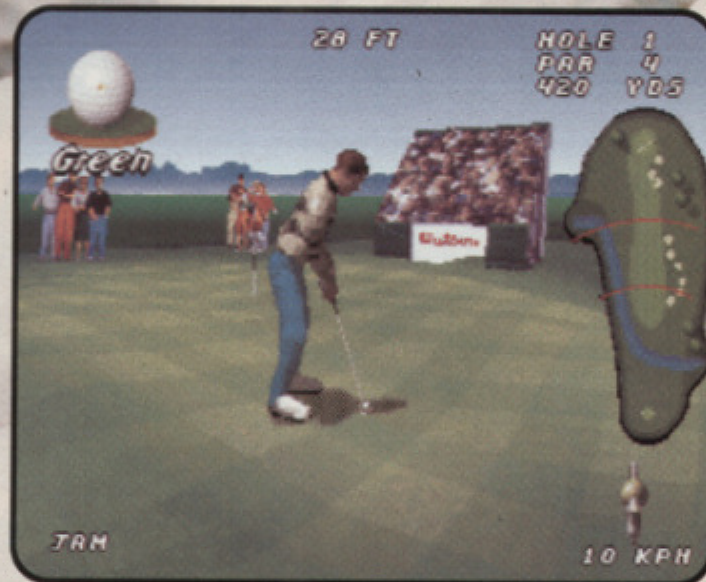

*Oh dear. Only 13 over par and in last place. Stick to ironing, Jill, you old bat.*

## UP A BIT, DOWN A BIT

If you don't fancy playing with all the flash camera angles then you can pan around most of the hole by yourself. By using A and Z buttons you can move upwards to look at the hole from various angles. If you want to slide left and right, use the top two buttons. The primary use for this is looking round the obstacles that are in your way, but if you just fancy being a bit flash then it serves that purpose as well.












## COMMENT



**STEVE**

If I had a middle of the road face it would fit this perfectly, so don't be put off by the sad face. First things first: Core wanted to make a golf game that was easy to get to grips with and could be picked up and played straight away. They wanted to concentrate more on fun than simulation. And in my view, they have succeeded. It is exactly as they wanted, but unfortunately that doesn't mean it's always a good game. Its problem is that the graphics don't remain consistently good. In places they are fine, but in some other parts they are less than perfect. If you happen to roll up near a group of people or a tree, they stay exactly where they are and you have to take your shot through them and you can't see what you're doing. The trees are all pixelly if you get too close as well. Having said that, there are some good and original ideas here that vary the gameplay enormously. The Derby Scramble is a great laugh with all human players, and the fact that you have to become a professional to play some of the other courses can mean a bit of time before all the game is done. The best idea is the option to flip all the courses once you are bored. Summing up, if the graphics had been all of the same standard and there was more info to help you select your shots then this would have been a very good game.

## COMMENT



**MARCUS**

The idea of an instant golf game (no practise, no need to look at the manual – just straight into it) is enormously appealing. Gameplay wise, Virtual Golf fits the bill admirably and is fun while it lasts. The trimmings that give this a sophisticated veneer never really detract from the fact you are playing a game based on golf, not a golf simulation. However, while there's no faulting the gameplay here, some simulation-quality graphics wouldn't have gone amiss. It's annoying trying to take a shot at a ball when a casually dressed family posing for the next Freemans catalogue obscure your view of your player – even though they've got their backs to the game and a beaming straight at you. Close-up, overhanging trees take on the appearance of huge orange jelly fish which prove similarly frustrating to the perfectionist aiming for the perfect shot. Coupled with the impression of a relatively limited geographical scale fostered by the workmanlike graphics, this adds up to something of a compromise.

### GRAPHICS — 72

▲Still screens are pretty good.
▼But overall graphics are poor, and blocky in most places.

### ANIMATION — 70

▼Golfers are OK but remain ultimately unconvincing.

### MUSIC — 74

▲You can't really have much in a golf game, but what there is here passes the time.

### EFFECTS — 75

▲The commentators are chirpy and cheerful, and Brigadier Toffo who introduces each hole is funny.

### PLAYABILITY — 82

▲Really easy to get into, and with all the different styles this will take a bit of play to crack.

### LASTABILITY — 80

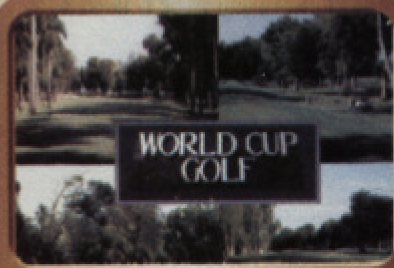
▲Four courses and the mirror mode work in the game's favour.

### OVERALL

Better than World Cup Golf, but not a great game. Quite fun to play, but some graphical compromises mar the overall feel.

**80**

# WORLD CUP GOLF




BY: US GOLD

RELEASE: FEBRUARY

PRICE: £44.99

GAME TYPE: GOLF SIM

1-4 PLAYERS

BREAKDOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
SAVE GAME

SKILL LEVELS
1

RESPONSIVENESS
SLOW

ORIGIN

Golf games appear from all over the shop, and this is the Saturn's second after Pebble Beach.

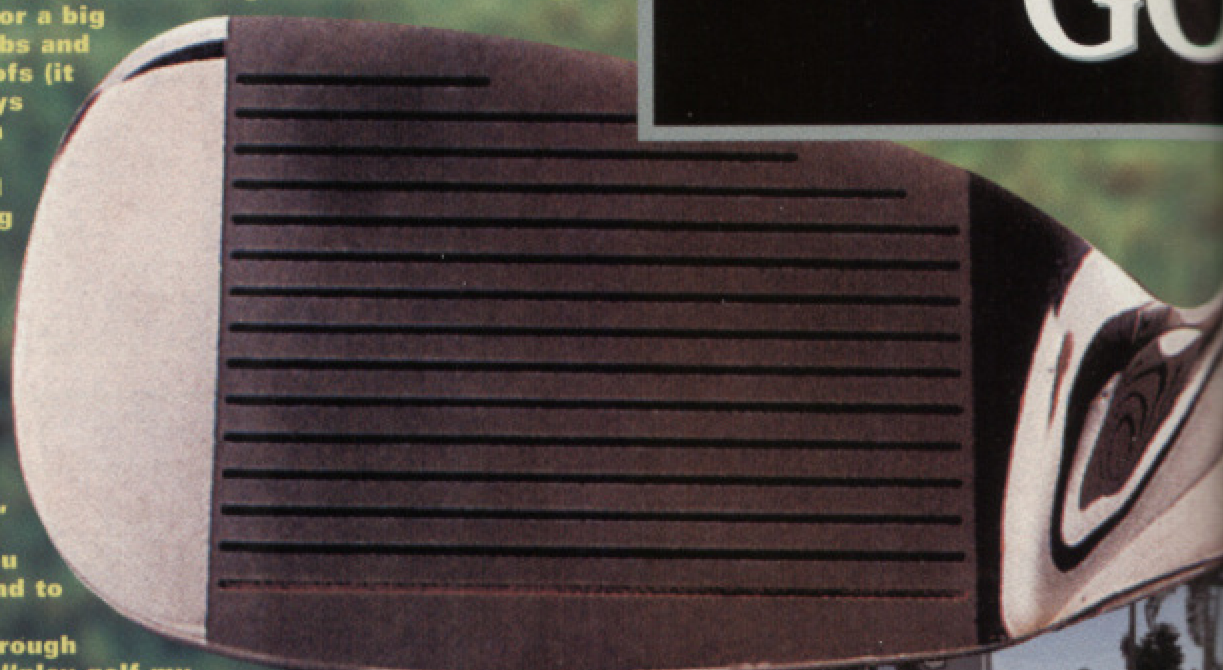
GAME AIM

Play in a variety of game styles, always aiming to get the ball into the hole. Simple.

BEAT THIS

LESS THAN +35!

**If the golfing bug doesn't catch you when you are young, it'll get you when you are old and married and need an excuse to get out of the house. Whichever applies to you, a couch potato version of the sport is obviously appealing to lots of gamers out there, judging by the popularity of previous titles. The distinct advantages of not having to trudge around a sodden golf course, not having to fork out for a big set of clubs and waterproofs (it will always rain when you go to play), and not having to wear a big pair of stripy blue and white socks are obvious. The downside, however, is that you don't stand to make any money through lucrative "play golf my way" videos, and you don't get to cheat on your wife with your blonde 22 year old caddy.**

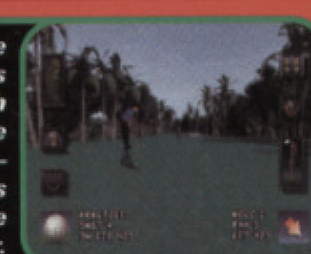


World Cup Golf is the second 'attempt' at cracking the 'little white balls and big green fields' sport of Golf on the Saturn. The only other game was Pebble Beach Golf, which was OK, but didn't break any boundaries. This latest game is US Gold's version of events and is set around the picturesque Hyatt Dorado Beach course in Puerto Rico. It's all a bit lush, and a far cry from the courses that you find here in Blighty – there are no overflowing rubbish bins or burnt patches of grass set on fire by annoying kids. But even the best simulations can't give you everything.



## PURE SCHWING!

There are a lot of of possible pre-shot options to be had, and this game makes full use of those. By pressing B before every shot a number of icons will appear from the side of the screen for you to fiddle about with. Take a gander at these:



*Steve calculates his shot with military-like precision – and still ends up in the bunker.*

### FEET

By moving these around, the feet will move to either the F or D, indicating the draw or fade the ball will have. If you manage to move the ball accidentally by stopping the meter before or after the indicator, you will be informed by the commentator that you've hooked or sliced it. Lovely.

### SPIN ON BALL

This is much the same as the Feet icon, except that this time, by moving the arrow up or down the ball will have topspin of backspin. This is best used for when you are attempting to hit the green, especially if you can overshoot so it rolls back towards the hole.

### FLAG

This is fairly simple in that it will indicate where the flag is from your current position when you press the button on it. It is useful if you are playing a fairly straight hole, but if the hole veers off in all directions it will cut across whatever is in the way to show you where the hole is.

### TARGET

This is meant to show you the direction of the slope on the fairway or the green, but frankly, it doesn't really cut the mustard. The putting slopes hardly ever have any adverse effect on the shot, so you will do just as well hitting the putt straight.

### GO BACK

For practise rounds only. This one lets you take the previous shot again if you made a cock up of the last one.

### VIEW HOLE

If you fancy locating exactly where you are on the hole, or where to aim, what's in the way and such like, then select this to view any part of the hole. You can also zoom to any part of the hole you want as well.

# LD CUP
# OLF





## COMMENT



MARCUS

**Of all the golf games I've seen, this comes the closest to the cliche of "a good walk ruined" – birds sing, and a polite clap accompanies your more successful moments as the sun beats down on your picture postcard afternoon. Sadly, when it comes to actual gameplay, this is rather less impressive. Only having one course is too limiting, the actual game engine itself doesn't rival the improved set-up of the latest Megadrive PGA and everything is just a bit too leisurely. This is an improvement over Pebble Beach Golf, but with superior games still appearing on inferior systems, it's surely just a matter of time before gameplay and visuals come together in a better Saturn game.**

## TEE OFF OLD CHAP!

The number of actual games you can play is pretty good, with all sorts of single and multi-player needs catered for. The more adventurous players out there can try the one club and putter option. It is a simple as it sounds, with the player having one club and putter to go around the whole course. This is surprisingly easy if you choose the correct club. A driver is rubbish because it is so difficult to use it on the fairways, and likewise the sand wedge is crap because you don't get any distance with it. Other options include the standard Matchplay and Medal (professional tees) competitions, and for a bit of combined action you can have Fourballs in either the normal or medal tees. And of course, as seems to be the norm with all the golf games nowadays, the skins option is there, where you play for a set amount of money per hole.

## COMMENT



STEVE

**I've wasted many hours through playing the PGA series so much. Not to mention the money I've lost playing a four player skins match. So when the souped up powers of the Saturn arrived, the prospect of a flashy golf game got me quite excited. But sadly, this isn't it. Sure, the graphics are good, and convey the golfing paradise well. The sounds are suitably corny, with chirpy birds and the spectator's (there's just one) clap along with the speech from the mild mannered commentator. But the problem with the game is that it is a little slow. The holes load onto the screen quite quickly, but the process for taking a shot and the amount of time it takes to set up the game in the first place is very protracted, even with the quick start. Then, when you do actually play the club, selection and distance can prove really annoying when you work out the exact distance percentage, and the shot goes only half that distance. This isn't a bad game, it's just badly flawed.**

## WHAT DOES PRACTISE MAKE?

As well as the other game styles mentioned elsewhere, the practise option goes into a little more depth. Not only can you have a whole round to get used to the controls but you can also have a go at more specific things. Due to there being only the one course, any hole can be selected to play, and you can also have a bash at your chipping on any hole. Quite why is a little bizarre, considering that you would probably have a bit of a struggle even getting near the green at first. And to finish it off, every green is available to putt on to get used to roll and all that.







**GRAPHICS 79**
▲The course looks really nice, is quite detailed and loads really quickly.
▼The intro is rough and grainy.

**ANIMATION 72**
▲The golfers' moves are pretty fluid, but there's nothing ground-breaking here.

**MUSIC 70**
▲The cheesy golf tunes pass the time.
▼There are only a couple of tracks.

**EFFECTS 77**
▲The speech is clear and appears regularly, and the chirps are good.
▼The number of phrases is limited.

**PLAYABILITY 65**
▲The controls are fairly simple, which makes playing easier,
▼But it takes too long to get going.

**LASTABILITY 69**
▲Multi-player games will last for a while.
▼With only one course, single player games are restricted.

**OVERALL**
A nice looking game that falls short of the green with dodgy controls and gameplay. One for desperate golf fans.

**68**




BY SEGA

RELEASE: IMPORT

PRICE: IMPORT (£65)

GAME TYPE: SHOOT 'EM UP

BREAK DOWN

1-2 PLAYERS

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
NONE

SKILL LEVELS
3

RESPONSIVENESS
GOOD

ORIGIN

A coin-op fave from days of yore, faithfully translated to Saturn.

GAME AIM

Armed with depth charges, torpedos and rockets, devastate the undersea, underwater and overhead opposition.

BEAT THIS

Clear the Channel demon.

**Mop the perspiration from your brow as you pull down the periscope. Scan the horizon for enemy ships. They know you're down there. They know you're vulnerable. And they're waiting for you. You scan the faces of your crew for inspiration – all you see is despair, confusion and the desperate desire to find a way out of your underwater hell. Sweat drips off the walls of your submerged steel tomb and claustrophobia lurks in every dank shadow as you agonise over your desicion. Should you lead the hunt, or sit it out and face the wrath of your mutinous crew and inner demons? These are the harsh desicions of naval command, and the grim reality of submarine warfare.**

Well you can forget all that for a start. Imagine the Yellow Submarine strayed into Crimson Tide. And the two subs decided to see who was hardest. The coin-op classic In The Hunt used an explosive underwater setting as an inventive way if spinning another trick on that most enduring game scenario – the destroy everything in sight shoot 'em up. And it's been faithfully recreated here pixel by pixel.

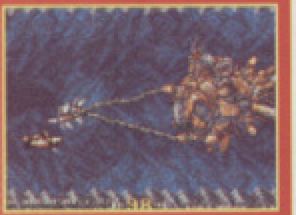



## YELLOW OCTOBER

As if demolishing buildings, depth charging other subs and tackling ancient demon gods wasn't hard enough, there are a load of bosses to wipe out as well.

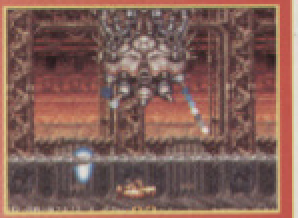
### SOUTH POLE

Keep out of the way of this one's tangly tentacles. Shoot the ends of them, however, and you'll be well on the way to nobbling him.



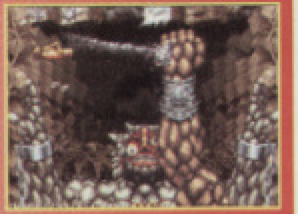
### CHANNEL

You're unlikely to come across any of these next time you're driving to Paris. Dodge his downward rays and shoot his underside.



### SEABED RUINS

Not content with pummelling up through the ground and forcing you into the ceiling of his temple, this guy later mutates into an undersea Freddy Kreuger. He's mad as hell.



### SUNKEN TOWN

The end of level 4 finds you in the clutches of these two subs. Avoid getting caught in the whirlpools their rotating noses create – it's a nightmare trying to break free.



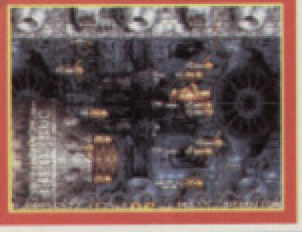
### DEEP DARK SEA

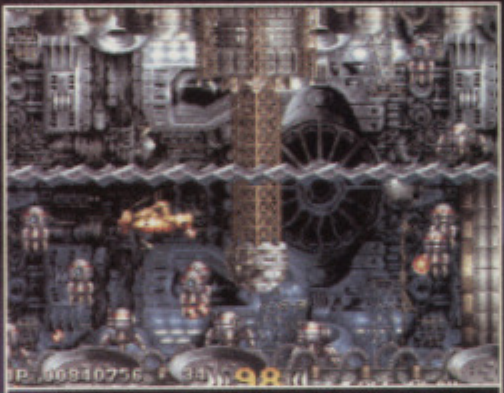
The fifth level's lava caves culminate in this multi-headed silver dragon which gobs fireballs at you. Quite how he manages this underwater is a mystery, but he's not worth arguing with.



### ENEMY BASE

The boss on this, the final level, is a vast multi-sectioned rocket that dumps all manner of unpleasant explosive devices on you as each of its sections splits off ahead of you.





*"In the town where I was born, lived a man who had a bomb..."*



*Don't let these fighters interrupt your North Sea demolition work.*



# HE HUNT



## SHINING FRONTS

The pigeon English which adorns In The Hunt's inlay booklet offers a valuable insight into the game's origins and aspirations: "Kateidaisensou is great famous shootinggame. Submarine break thrugh monstre and darkness. And at last looking up shining front of the sea." So there you have it. Next time you find yourself looking up any shining fronts you'll know what to do.

## RED SUBMARINE

Danger lurks around every corner in the murky depths, but help is at hand too. The following power ups can make all the difference, transforming your firepower from a 'fart in the bath' experience to something devastating. Not that farting in the bath is anything to underestimate...

**POWER UP**



**FLOATING MINES**



**HEAT-SEEKING MISSILES**



**SUPER-POWERED TORPEDO**








*You join the bathtime in the Hearn household and Marcus has just found himself a new toy.*

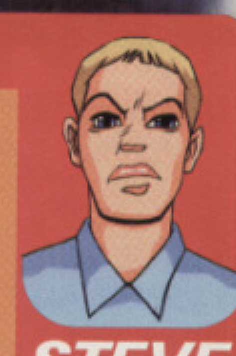
## COMMENT



**MARCUS**

**OK, OK, I know this is another horizontally scrolling shoot 'em up. I know your craft looks a bit like the Yellow Submarine. And I know this isn't exactly state-of-the-art. And I don't care. Every Saturn owner should possess a game like this, and in my opinion this frenzied torpedo-fest has all the ingredients to set it above the competition in this field. The graphics are highly detailed, the level structures are imaginative, there is a wide variety of weaponry and power-ups, and however frenzied and unintelligible things seem to get on screen you never quite lose your sense of direction. Just keep on plugging away and you'll break on thrugh the monstre and darkness. It's only really let down by a slow access time as bosses are loaded up. Elsewhere, on the 'underwater skyscraper' level, some of the building sprites seem a bit 'disconnected'. Aside from these minor gripes, which go unnoticed when you're being bombed, depth charged and crushed from all directions, In The Hunt does the business. My vote for the Empty Retro Thrill Award of the year.**

## COMMENT



**STEVE**

**I have to disagree with Marcus on this one. I got absolutely no enjoyment from playing this at all. Despite some detailed sections on the graphics front, the slow down, especially when you are approaching the bosses, is terrible and I didn't expect to see it on a game like this. Why is so much on-screen action included if the game can't deal with it? Sorry but it's only good enough to warrant the Dust Collecting Game In The Craggy Corner Of The Game Shop award.**

### GRAPHICS 78

▲Everything from individual bricks to whole buildings go flying around the screen in impressive detail.
▼Larger sprites can sometimes seem a bit 'disconnected'.

### ANIMATION 71

▲The bubble trails left in the wake of depth charges and torpedos are impressive.
▼Everything does slow up a bit when it gets busy.

### MUSIC 72

▲Strident naval anthems accompany your undersea missions.

### EFFECTS 74

▲Serviceable arcade-style crunchy echoes when enemy subs (or you) explode.

### PLAYABILITY 83

▲Resist all attempts at strategy and just keep hitting the fire button. This is mindless, but engrossing.

### LASTABILITY 74

▼Six levels aren't going to prove much of a long term challenge to the seasoned shoot 'em up addict. The Pal version will need to have the 'infinite continues' option knocked out.

### OVERALL

Every collection needs a game like this, and this is a quality conversion of a top notch shoot 'em up.

**81**




BY SEGA

RELEASE MARCH

PRICE £44.99

GAME TYPE BEAT 'EM UP

1-2 PLAYERS

24 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
NONE

SKILL LEVELS
3

RESPONSIVENESS
OK

ORIGIN

The Primal games are doing the rounds on all of the consoles at the moment. Next stop, 32X.

GAME AIM

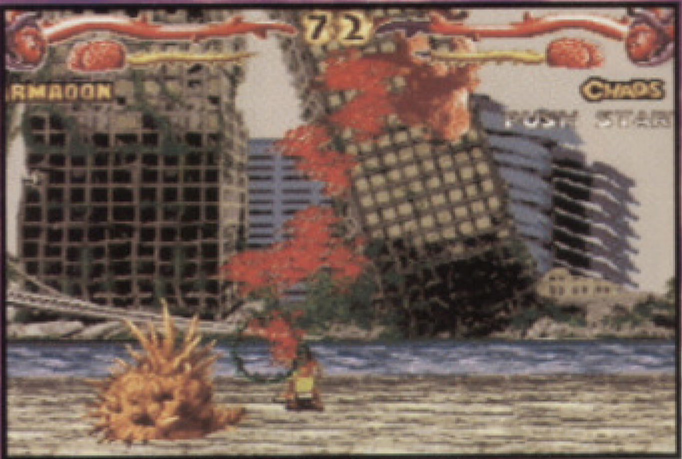
Do you really need to be told? Chomp up the other dinosaurs, etc. etc.

BEAT THIS

Win 5 fights.

**Current 32X software is like water in Yorkshire – what little there is comes out in dribbles. And it's not very hot either. But fear not all you anguished mushroom owners, as there are some games on the horizon that should break the pocket of dust over the cartridge slot and get a little playtime.**

Technology these days is obviously increasing at such a frightening rate that the games programmers have decided we could all do with a jaunt back to the prehistoric times for a bit of dino mayhem. The Primal arcade game was popular with most who played it, and some lived and died by it. So it was only a matter of time before the neighbours of Freddy Flintstone came and invaded our very own homes. For those of you that have lost the plot or have been trapped in a space-time continuum for the last year or so, the aim is to simply beat up a batch of of big-toothed, long-tailed, horn-bearing, overgrown lizards in a quest to become the king of the beasts. The whole game is set around the the type of scenery that you may expect to find circa 1 Million BC, give or take a few years.







*"Ooogga bogger wicka rocker" said baby dinosaur to the mummy dinosaur, whilst giving her a loving gaze. "Sod off and get your own bloody dinner you lazy tyke" she replied. More minor domestic tiffs in the dino household next month.*







## NOT AT ALL NICE

The special moves for each character can be a little tricky to say the least. So for all you lazy gets, the opportunity is there to fiddle around with the controls to bring the numerous button presses to a halt. By changing the configuration so that the extras (Z and C), read Special 1, 2 or 3, special attacks can be executed at the touch of a single button. Not only does it save you a bit of time, it means that your unsuspecting opponent, if you happen to be playing in versus mode, won't see you are trying to execute a move and will be completely taken by surprise. Lovely.







*"...and then he said, 'Sorry we don't serve dinosaurs!' See I told you, it was funny – your're laughing blood."*








## WE'RE NOT WORTHY!

I don't know, these fickle humans. As you are playing, no doubt you'll be aware of the people walking about in the background. Not only do they serve as a way to enter one of the bonus games, but they can also aid you in your quest. Each of the dinos has a group of followers, with their own particular tribal colours, and remarkably change their allegiance as soon as you manage to beat their designated lizard. The further you get into the game, the more worshippers you get. But it's during the game that these can become the most use. You can actually eat the humans as they come forward to the playing area, to replenish flagging energy bars.

## COMMENT



**STEVE**

**I have mixed views about this game. Half of me thinks that it isn't too bad, but the other half of me thinks 'Where's that copy of Virtua Fighter?' It's not that it is a particularly bad game, it's just that it seems a little dated compared to some of the other games now on the market. And it seems to be virtually identical to the Megadrive version. The gameplay is what will draw most of people, and again, even though it's not brilliant, it's good enough and different enough to warrant a look. Playing with dinosaurs is still a good idea for a one on one fighting game, and this handles it well. But overall, it is a middle of the road beat 'em up. Not great but good enough to be a possible alternative to Virtua Fighter.**

## COMMENT



**MARCUS**

**In the months since I first fiddled with the Game Gear and Megadrive versions of Primal Rage the novelty of a dinosaur beat 'em up has well and truly worn off. It seems the great gamesbuying public feel similarly unimpressed, with sales of the game falling some way short of Time-Warner's expectations. So what of this latest version? Well, although it doesn't seem radically overhauled from the Megadrive game, this is as good a version of Primal Rage as you're currently going to get on a Sega system. Relatively, the version of Primal Rage that makes the most of its format is still the Game Gear one, but this won't go amiss on the shelf of any 32X-owning beat 'em up fans. This just seems very ordinary in retrospect, and in my opinion comes nowhere near to toppling the mighty Virtua Fighter in the 32X Premier League.**

## WANT SOME FRUIT FOR THAT BOWL?

Like other versions the game, this has lots of hidden tomfoolery to be discovered, and the best of these are the secret games that lie in the depths. For those that have played the Megadrive game and have read our various tips on how to reach each of the sub games, the good news is that they are exactly the same as before. The ten pin bowling with humans as the pins and the volleyball game with a rolled up human as a ball is here as well, so those looking for a little more than a standard fighting game will be satisfied.

### GRAPHICS — 82
▲Relatively detailed backgrounds.
▼Not a sufficient improvement on the 16 bit versions.

### ANIMATION — 75
▼Still not that many frames result in some blocky movements.

### MUSIC — 76
▲Suitable bongo and drum-type music associated with cave people.

### EFFECTS — 80
▲Good speech and roars.

### PLAYABILITY — 81
▲A competent beat 'em up.
▼Not enough combo possibilities or moves to sustain interest.

### LASTABILITY — 78
▲18 difficulty settings...
▼But not really the excitement to make you play all of the settings.

### OVERALL — 80
A good enough game, but compared to other titles on the Megadrive and 32X it falls short. Strictly middle of the road stuff.

# SEGA SATURN OUT NOW

**Or 'Reservior of Dogs'. Everything too slimy to get a double-page spread ends up here, although the best of the best makes an appearance when it becomes time to make the transfer from figment-of-the-imagination-in-a-Sega-PR-person's-head to on-the-shelf-reality. Happily, this month sees a retrospective welcome for two of Sega's best titles ever.**

## SIM CITY 2000
## £44.99
## 1 PLAYER
## SEGA




Reviewed some months back, but delayed for the PAL conversion and scheduling, this is the perfect game for a sedate post-Christmas gaming interval, where late night sessions follow all-day turkey munching binges. Sim City is the sort of game that rewards time invested, especially for those who actually know how to read a manual. We'd say it was a game for grown ups and school swots. In comparison with the PC versions, it does suffer from slow-running, a fact that annoys us as much now as then. Subsequently, Sim City 2000, although recognised as a 'classic', is not one as such on the Saturn.




OUT NOW

**OVERALL 85**

Nice, but suffering from a couple of contusions in the left gameplay lobe. The boffins should be pleased.

## SEGA RALLY
## £44.99
## 1-2 PLAYERS
## SEGA

Originally this received the least attention of the 'Big 3', and it's the last to appear, but Rally has the distinction of getting better in our estimation every time we play. This is the game Gus played most over Christmas, shaving the seconds off those times and really getting to 'feel' the courses. The cars handle better than any other car in a driving game, and for once, every possible optional feature has been included. You can approach the four courses in all kinds of ways; split-screen, Time Attack, championship or race against yourself in Ghost Mode. Also the replays, one of the last features for Sega to put in, are superb.

OUT NOW




**OVERALL 95**

Rally is racing.

## JOHNNY BAZOOKATONE
## £39.99
## 1 PLAYER
## US GOLD





Out Now's big question this month is 'How the hell did this happen?'. While hardly touted as something iconoclastic in the platform field, US Gold might have been expected to have received more in return for their considerable investment than Johnny Bazookatone delivers. As a Saturn game it's a bit of a shambles from beginning to end.

The plot is a convoluted affair involving music stolen from the world by an Elvis-cum-Satan figure, and the Johnny B hero figure whose task is to sidle around the vast levels scooping up the musical notes and the little green midgets. The game is non-linear to an extent, allowing you to approach scenes in varying orders if you find the connecting areas.

Where it starts to go wrong is the initial visual impression. The game looks muddy, sombre and indistinct. This is partly a problem with the graphics ideas, and also with the execution: the backdrops must have looked great in hi-res, but digitised and simplified by memory restrictions on the Saturn and they look mince.

Surprisingly the music also comes in for a panning, considering how the game concept is supposed to hang off it. Well, the opening 'theme' sounds like the music to some daytime TV show like 'Kilroy' and the rest of the level tunes show no particular merit — meandering sax solos are not the best types of musical accompaniement for video games.

Plus, lets not forget to stress how mind-numbingly dull it is to play. We could explain this at length in terms of poor controls, overlong featureless levels and muddled game logic, but it's not worth it. And a final tilt at the mags who were sad enough to rate this game in the 90s. Anyone who thinks this compares with the work AM2 are doing should consider seriously if they are fit to work in the video game press.



OUT NOW

**OVERALL** 47

What was meant to be a musical extravaganza is a stream of bum notes.

## D
## £44.99
## 1 PLAYER
## ACCLAIM



D is a game which is more controversial than notable for gameplay. It's a walk-through adventure shown in a first-person perspective and depicted by some incredible pre-rendered graphics. It follows the nightmare adventure of Laura, a personable young girl who was unfortunate enough to be fathered by a psychotic serial killer, and who now faces an unwelcome trip through his tortured mind.

The actual game involves solving simple visual and symbolic puzzles in sequence, opening further areas. The mood is most definitely Gothic, with winding stone staircases and portraits with creepy moving eyes. The sound should also give you the willies. Although D is dead scary (once) it's also (surprise surprise) not that big, and shouldn't take too long to solve. A game with tremendous atmosphere and panache, but served up in a disappointingly meagre portion.

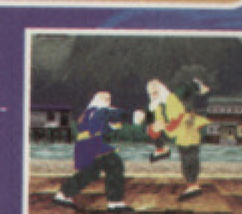


OUT NOW

**OVERALL** 67

All the horror you could want in a weekend. And then you've finished it.

## VF 2
## £44.99
## 1-2 PLAYERS
## SEGA



Our opinion that this is the best console game ever has not changed since our review. By the time of this magazine, it has been out for a few weeks, and if you don't already have it you may have to wait ages for new stocks. Ha! This is the fighting game that draws in people that have no interest in fighting games: the movement, the weighting of the fighters, the sheer style of the programming provides an eye-popping spectacle which is the undoubtedly state-of-the-art. Virtua Fighter 2 is the demo of a fact that Playstation owners would do well to remember. Sega have the magic.

OUT NOW

**OVERALL** 97

Get your rocks off with the biggest climax in video games ever.

**I'm glad Christmas is over, because it's a load of old tosh anyway. It's such a drag seeing those bald, fat relatives who only ever come round once a year to give you a pair of slippers or pyjamas for a present. And then having to eat turkey as if it's some kind of bizarre ritual, whilst some fat uncle drinks himself stupid. Then, the old favourite, '40 Christmas Classics' comes out of the drawer for a bit of seasonal background music (making your living room sound like a shopping mall) followed by the inevitable game of Trivial Pursuit/cards to round off the proceedings. This is an annual routine spruced up only by your 10-year old nephew throwing up after one glass of wine (Mmmm, come to think of it, that sounds a bit like a few of the people here on MEAN MACHINES). Anyway, send your anti-Christmas letters to SANTA IS A PRAT, YOB'S MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

## TURKEY GIBLETS

Dear Yob
After my safari through Elvis's sids, I'm back. And you're back. Great to see you back to your old git-slagging, saddo-bashing maniac insult lobotomising self. And twice as sexist as before! Controversy, I love it. But beware, Mary Whitehouse's arse-crust society might try to get you banned like they did with the Cybermen. Interfering old prune. So, it's official. You're officially official. Seriously, I think it is a good move in the long term, as you now have all the most important titles first, yet can still give a good kicking to the crap that deserves it. Also, the music CD was excellent, as I am a big fan of in-game music, and I think it is too underrated and unrecognised. And I'm glad Core Design were on it, as they are the masters of European game soundtracks.
But thank the Lord, we've got the trusty newspapers to warn us of such terrible evil forces that lurk inside the games we play! Oh yes, we're in danger, terrible evil stomach-wrenching terror-inducing danger! This hideous plot to pollute and control each of our minds must be stopped, for pity's sake. These vile subliminal messages are in my brain right now. I cannot resist. We must obey... Just the other day I had to take out 50 pedestrians after playing Daytona, then launched searing fireballs from my hands because I thought the man behind the Our Price counter was Sagat. I'd already maimed 12 customers with a high power hurricane kick, and a Dragon Punch before I realised my mistake and took off my red headband. That's what you get for watching Street Fighter: The Animated Movie. By the way, when's the game out? I must go now. I feel the urge to don my Death Adder helmet and go and axe some civilians. See ya'.
*Emperor P. Johnson.*

**YOB: Well, not much to say about that really is there? Proof that Video Games really do cause brain damage.**




*By Joseph Spademan from Huyton in Liverpool eh? eh? eh? - calm down, calm down!*

## SLIPPERS

Dear Yob
I purchase MEAN MACHINES every month, and when I am down, I open the mag to the editorial page so I can see your pretty face Claire. I have written you a poem.
Your hair is just so wonderful,
Your eyes have power too,
Your face is ever so pretty,
I want to make love to you.
Claire, I doubt I will ever meet you, but you are the one in all my wildest fantasies. You are the last thing I think of before I go to sleep and you are the first thing I think of in the morning.
P.S. Please can you give my letter a mention. I love you Claire, and I will write to you again soon.
*Scott (Kiss, kiss, kiss).*

**YOB: If you are reading, Galvin Amis, I take it all back. You are not sad at all – this guy is. The depths of sadness have been breached further with this little episode. If Galvin's MEAN MACHINES were stuck together, this guys must be bloody welded. Doesn't your mum worry about things like this? No, she probably fancies Marcus anyway. Your whole family is sad. Get lost forever.**




*Virtua Fighter's Akira Yuki by Aaron Lampert-Cook.*

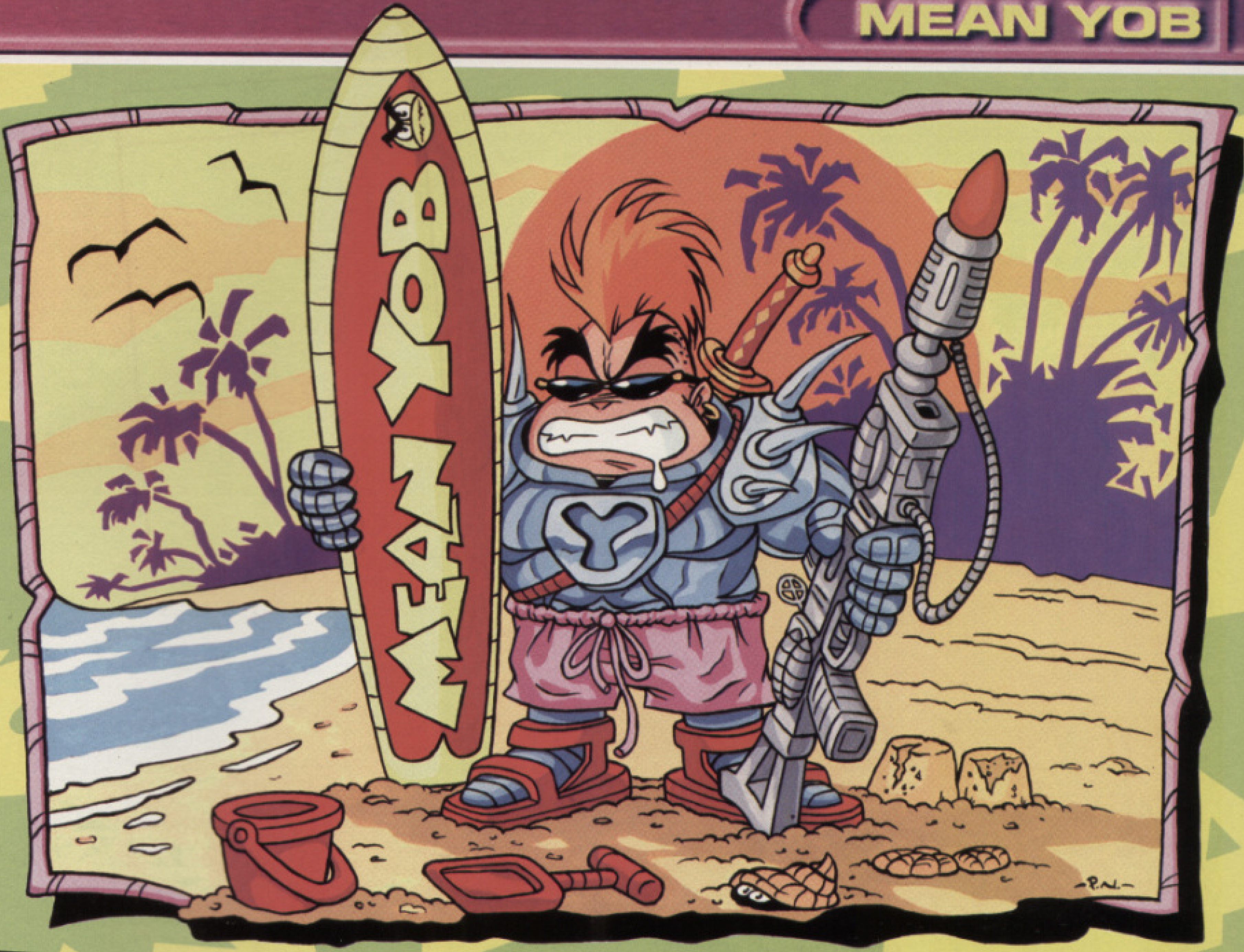
## UNDERWEAR

Dear Yob
Oh majestic king of bottom bristles. I just have one point to make: The Game Gear reviews you have are trousers. Why can't you give more space to us sad and lonely handheld owners. I mean, we fork out £2.50 for about 3 lousy pages of cack games and no tips! I know that Game Gears are as cool as bright green tanktops compared to the Saturn, but could you make its last few hours enjoyable, instead of complete pants.
*David Jenkins, Bishopstiegnton, Devon*

**YOB: There are the gamers out there who keep up with the times, and then there are the sad and lonely individuals who save their 20p a week pocket money until they can afford a Game Gear and never buy another machine again. The latter is clearly shown above. I am led to believe the syndrome is known as Gearus Lonelyi Saduss afflicts one in every four of our readers. My advice is simple – the only known cure is to brush the mothballs away from your wallets, throw away the skeletons and spend those £1 notes on a new Saturn. All your worries will disappear after that.**

## SLADE

Dear Mean Yob
I own a Sega Megadrive with 16 games and a SNES. At the moment I am thinking about buying one of the two exceptionally good consoles: the Saturn or the Playstation. The only problem with the Saturn is it's a RIP-OFF! How can anyone buy a machine which costs 400 quid? Don't you think Sega should lower the price down a bit, to 200 quid?. If the Saturn remains the same price, everyone will bog off to buy the Sony Playstation which is only 280 quid as far as I know. The






*I don't think so; Mean Yob is H to the C!*

Playstation has the same 32 bit power of the Saturn and I personally think it plays just as well although the £400 machine has a lot more features. That kid who wrote a letter to you in issue 38 [Jamie Cunningham] hasn't had any experience on the latest computer consoles yet, has he? Jamie, how can you criticise the Playstation? It is as good as any other console you worthless, irritating knob. As you might say, "Thank you Mr. Arse-lick-as-much-as-I-can-in-the-hope-of-a-free-Saturn." At least I'm not an arse-kisser. Oh, and don't you think Claire Coulthard from the editorial team looks like Rene Russo? Claire's pretty cool.

*Quay Voong, Gloucester*

**YOB:By the time you read this, the Saturn will have dropped in price to around £299 standalone, which is the same price as the Playstation, and if you shop around and do a bit of haggling, some of the deals you can pick up are quite impressive. As for Jamie, well he seems to have got up the noses of quite a few of you doesn't he? Never mind, eh.**

## SOUND OF MUSIC

Dear Yob

I would very much appreciate if you would print my letter as I have never written to you before.

When I was in Comet the other day, I picked up a leaflet on the Sony Playstation. Inside it said that by Christmas there would be over 60 games on the machine. In December's issue of your magazine, on pages 99 and 45 (The Gameplay and Special Reserve advertisements) there are only 15 and 10 titles listed. Are Sony:

A: Telling the truth, OR

B: Telling porkies just to try and flog the computer. OR, are Gameplay and Special Reserve...

C: Telling lies, but there would be no reason for them to do this.

By the way, I know this is not Q+A but is Destruction Derby coming out for the Saturn?

*Martyn Honeyball, Chelmsford*

**YOB:No-one's been telling any porkies but, unfortunately, a lot of Sony's planned titles have been delayed for one reason or another, meaning that Cop, Rally and Fighter 2 are currently going virtually unchallenged. Over to you Sony. Heh, heh. Oh, and you're right – this isn't Q+A.**

## STUFFING AND SPROUTS




*"Claire we don't DO that on Mean Machines!" wails a psychotic Gus.*

Dear Yob

Please could you answer these questions.

1: I've managed to save £100 in debating whether to get a Mega CD or a 32X because I read in a different mag that there is a lack of software for the 32X and the games that are being released aren't much cop. Please could you give me some advice?

2: Please could you send me a list of all the games coming out for the 32X from now until Jan '96?

3: Are there going to be any games like Daytona, Destruction Derby or Wipeout coming out for the 32X or Mega CD? THANKS, P.S. Will Virtua Cop ever come out on the 32X?

*Mark Wells*

**YOB:Q & A with Yob. I like it. 1. Buy a Saturn instead. 2. Sure thing Butt-head. No chance. 3. Even less chance. Saturn only. 4. Virtua Cop on 32X? Ha, Ha, you should be a bloody comedian. What a joke (You never get answers like that with Gus do you?).**

**Goodbye, and don't you be troubling me with any more of your crap letters, or I'll have to burn them and come and demolish your house. 'Till we meet again...**

# Q&A

## DRIBBLE

Dear Gus,
Please could you answer my questions or I'll never buy the mag again.
1. In Sega Power they put really crappy posters in plastic bags and don't tell you what's inside. You buy it and it's just full of adverts. Why is this?
2. I own a Megadrive, and I was wondering if Mortal Kombat 3 is worth buying.
3. Do you think that I should buy a 32X, just for Chaotix?
4. Do the 32X carts look the same as the Megadrive carts?
5. Will there be a Pog game coming out for the Megadrive?
6. How come the address to send letters to Q+A isn't printed in every MEAN MACHINES?
7. Will there be a Sonic 4 or a Theme Park 2?
*Deen Lim, Epsom, Surrey*

GUS: **1. I won't get drawn into slagging off Sega Power. Not here anyway. Why don't you ask them?**
**2. Yes, if you're into the coin-op.**
**3. No.**
**4. Pretty much the same.**
**5. No.**
**6. No interesting reason, probably just general incompetence.**
**7. Sonic 4 is possible, Theme Park 2 is unlikely.**

**I know I might look hard as nails in my long-awaited new Q+A pic but I'm actually feeling sick as a dog this month. If these pages are bit sticky it's because the answers are probably covered in phlegm – my supply of mansize tissues has been running a bit short under a torrent of green stuff from my nose. Unusually moronic letters have found themselves covered in something else. If you're feeling lucky, or just want to save me having to go and buy another box of tissues, send your queries to SNOT SHOTS Q+A, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

## PAINFUL RASH

Dear Gus,
Your mag is ace. Could you please answer my questions?
1. I am a 'top class' Zero Tolerance fan, so when is Beyond Zero Tolerance coming out?
2. And how much will it cost?
3. Have you got any cheats for it (or passwords)?
4. Will it have a wide screen like Doom or will it still have that crappy green border?
5. Why wasn't Doom released on the Megadrive when it's on the (dare I say it) SNES?
6. Will X-Men: Children of the Atom come out on the Megadrive?
P.S. Did you think that all that Donkey Kong Country 64-bit thing was a load of camel crap?
*James Clarke, Derby*

GUS: **1. I've never heard of 'Beyond Zero Tolerance'. I wonder why that is? I know, it's because you made it up, didn't you?**
**2. I've absolutely no idea, but maybe you have.**
**3. Yes, I'm very likely to have passwords for a game that has no chance of ever coming out.**
**4. This is becoming almost surreal.**
**5. Doom isn't really possible on the Megadrive.**
**6. No way.**



## INDIGESTION

Dear Gus,
I think your mag is The Best. Yes, with a capital T and B. I spend £2.50 on your mag every month. The least you could do is answer my questions.
1. Put these games in order from best to worst: EWJ 2, MM '96, Sonic and Knuckles, Primal Rage, and MK 3.
2. WHY? WHY? Did your mag give Eternal Champions a bloody great, big, whopping' 97% and only give Mortal Kombat 2 92%? I've played Mortal Kombat 2 and it's wicked. Then I played Eternal Champions and it's crap!
3. When is Congo out on the Megadrive or if not the MD, then when on the Saturn?
4. What is the Mortal Kombat Movie like?
*No Name, No Nothing.*

GUS: **1. EWJ2, MK3, MM96, Sonic and Knuckles, Primal Rage.**
**2. The 'Eternal Champions' thing was a big scandal two years ago, and we've explained several times that Rad Automatic (who was responsible) had been under a lot of pressure at the time. He got a slap anyway.**
**3. Neither Megadrive or Saturn Congo are coming out here, but we may have a Saturn review next month.**
**4. Well, it ain't Woody Allen.**




## DODGY POO

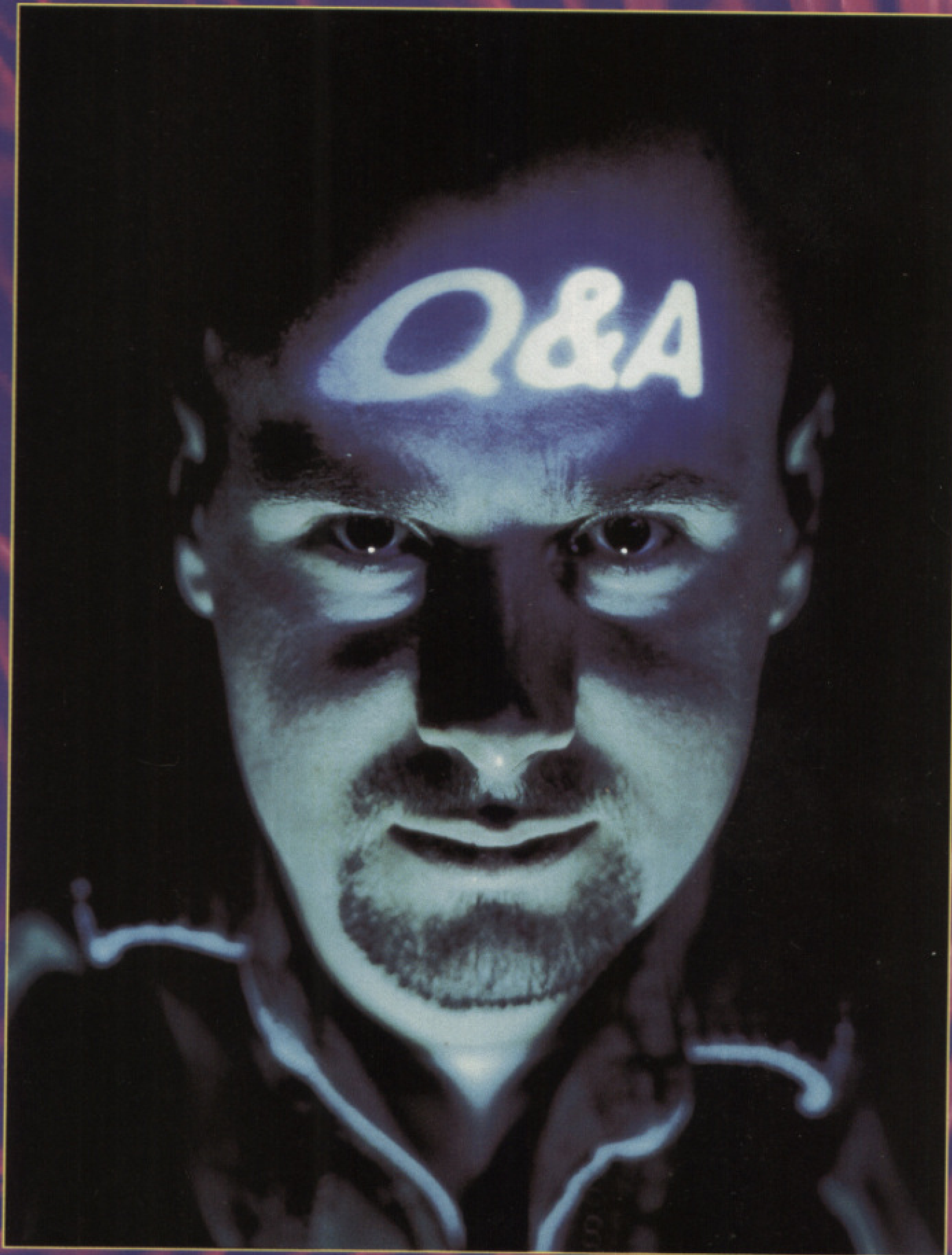
Dear Gus,
Oh master, please answer my questions. Thank You.
1. Is a MK 4 coming out? If so when?
2. When is the hand held Megadrive coming out?
3. When is Toy Story coming out for the Megadrive?
4. What is best, Sega Rally or Daytona USA?
*David Turner, Surrey.*

GUS: **1. There's bound to be another, but there has been no announcement.**
**2. The 'Nomad' as its known will not be released here.**
**3. Around Easter, to tie in with the UK release of the film.**
**4. Sega Rally, it must be said.**

## CRIPPLING WIND

Dear Gus,
Look, you know how great your mag is so I don't suppose there's much point in me telling you. So instead how's about answering my questions?
1. Any news on the rather smart

looking Virtua Cop 2?
2. Will Sega Rally on the Saturn run smoother than Daytona USA?
3. Does Fifa '96 on the Saturn have John "bollocks" Motson doing the commentary?
4. Have Konami any plans for a Snatcher game, or one in similar vein, lined up for the Saturn?
5. Have you seen the Manga version of Streetfighter 2? I reckon it's mondo cool!
6. Don't you agree that Lucy is just the cutest?
7. Will you keep up the slagging fights with Digitiser that Steve did? I reckon you should, they were cool.
8. What, and you're eating onions?
9. How the hell did Manchester United lose to York?
10. Finally, what do you think of the Hyper Score thing? Doesn't it seem a bit sad to you? It does to me.
*Chris Biggar, Accrington, Lancs*
GUS: **1. A Saturn conversion will commence with a realistic release date of next Christmas.**
**2. Yes, double the frame rate.**
**3. Sure does.**
**4. Yes, a Snatcher conversion is planned.**
**5. You mean the vid? Snooze...**
**6. The cutest what?**
**7. We never slagged Digitiser because it was cool, we did it because they were crap.**
**8. That feeble attempt at humour shouldn't have been attempted.**
**9. Please remain relevent.**
**10. Being totally (and brutally) honest, my personal opinion was that Hyperscore was a bit of a poxy idea. Teletext has never been my favourite 'electronic medium' and I really couldn't bear being immortalised between the recipe pages and today's horoscopes.**




## GIDDY FEELING

Dear Gus,
Spot on mag etc, Questions.
1. What is the U.K. release date for Sega Rally?
2. Any news yet on Daytona 2?
3. Is Doom coming out on the Saturn? If not why?
4. Any rumours of Sega Rally 2?
5. What upgrades are coming out for the Saturn?
6. Finally, why don't you buy a very big baseball bat, put a six inch nail in the end of it and go round to the Sega Power office and beat everyone to a pulp?
*Alan, Somewhere?*
GUS: **1. It's oot noo.**
**2. None.**
**3. It will be out, but Id game Hexen should arrive first.**
**4. No. How nice to return to the old days of asking about imaginary sequels to games that have just arrived.**
**5. You mean peripherals? Look out for a link-up cable and modem connection in 1996.**
**6. Why bother? We've triumphed over them in every measure of success for the last 5 years, although as they point out, they are the best-selling UK Sega mag ....with 'Power' in the title.**

## RUNNING NOSE

Dear Gus,
Please could you answer my questions as I think that your mag is the best in the world!
1. I'm a great PGA fan. Is it worth getting PGA '96, as I already have PGA 2?
2. Will there be a sequel to Fever Pitch on the Megadrive?
3. Is Premier Manager any good?
4. Does International Superstar Soccer promise to be better than Fifa and Fever Pitch?
5. Could you name a few good boxing games on the Megadrive?
6. Will Virtua Fighter come out on the Megadrive?
*Gwynfryn Hughes, Dyfed*
GUS: **1. I think it's a significant enough improvement.**
**2. That's just not likely.**
**3. It's very good. It's also nearly sold out, so snap it up if you see it.**
**4. It promises much, whether it will deliver...**
**5. I can recall only one which I enjoyed playing: Muhammad Ali from Virgin. It's pretty old, so happy hunting.**
**6. No. A 32X is your nearest option.**



# BRIGHT GREEN SNOT

Dear Gus,
Please could you answer these questions on these games for me.
1. When will the new Spider-Man game on the Megadrive be released?
2. What do you think of Maximum Carnage?
3. Is the game Avengers on the Megadrive any good?
4. Is there any chance of a Fantastic Four game on the Megadrive?
P.S. I think the X-Men: Children of the Atom feature you did was mint.
*Dave Jones, Sheffield*
GUS:**1. It's unclear, as Acclaim have been rather vague with their Megadrive release plans of late.**
**2. It's poor.**
**3. You mean the Captain America game? Not too hot, I'm afraid.**
**4. No chance. Thanks for the compliment.**

# SICKY BURP

Dear Gus,
Can you answer my simple questions.
1. Is Alone in the Dark coming out for the 32X? If so will it be on cartridge or CD?
2. Are there going to be any RPGs for the 32X?
3. I like RPGs and Adventure games, and I currently own Thor, Landstalker, and Shining Force 2. Which of these do you think is best?
4. Should I buy Soliel?
*Mark Tolson, West Yorkshire*
GUS:**1. It's not coming.**
**2. Highly unlikely.**
**3. Landstalker.**
**4. Yes, but it's not that hard.**

# UNPRO-DUCTIVE COUGH

Dear Gus,
Could you please answer these questions, as I am your biggest fan.
1. Will there be any kind of Sim City on the Megadrive? If not, why not?
2. Is it worth getting Fifa '96 if I already have Fifa 1, and Fifa '95?
3. Please could you put these games in order from best to worst. Earthworm Jim 2, Fifa '96, Premier Manager and Cannon Fodder.
4. Is PGA 3 any good?
5. How much is Premier Manager?
6. Are there any plans for a Cannon Fodder 2?
*Lee Bishop, Hants*
GUS:**1. There won't, and the reasons are mostly technical: the amount of time needed to program a game of this complexity and make it work on the Megadrive make it an unrealistic project.**
**2. On Megadrive, the MMS consensus is no.**
**3.EWJ2, Premier Manager, Cannon Fodder, Fifa '96.**
**4. Get the much newer PGA '96.**
**5. £49.99 RRP.**
**6. There was an Amiga Sequel but it's unlikely to come to Megadrive.**

# SORE THROAT

Dear Gus,
Just a few questions.
1. In your design a character comp, why do you always award prizes due to artistic merit and not technical ability? By doing this you are limiting the competition down to A-level Art students only, and this is totally unfair as I would guess that the majority of your readers have no outstanding qualities in art.
2. Is your company still going to continue writing Sega Magazine, as it all seems rather pointless now that MMS is an official magazine.
3. In my version of Cannon Fodder, once I get to a certain stage on an early level, it continually waves the white flag after a certain point, thus making the level impossible to complete. Is this a fault of the programming, console or the cartridge?
4. If cartridges cost so little to manufacture, why don't you try giving away a free Megadrive demo cart with an issue (seeing as it would be a first in magazine publishing, it would be great advertising for the company). I'm sure many of your devoted readers wouldn't mind shelling out a couple of extra pounds for this free gift (say £1-2 more).
*Ian Phillips, Wiltshire.*
GUS:**1. 'Technical ability' and 'artistic merit'? I think you've been watching too much Torville and Dean, mate. When it comes to character design, we pick winners on the basis of the most inventive and original, not necessarily the best drawn. Anyway, most compos are question based.**
**2. Sega Magazine has technically ceased, replaced by Sega Saturn Mag. MEAN MACHINES will continue to cover all Sega formats.**
**3. Sounds like a dodgy cart to me.**
**4. Who said carts cost so little to make? It actually costs around £8 to make a cart, and they have to be shipped from Japan. It takes 3 to 6 months to wait for the order, and even then, the only game a company is likely to allow you to covermount is Nobby's Jobbies in Wonderland or some similar old dross. Saturn demo discs are a different matter, though.**

# BLOODSHOT EYES

Dear Gus,
I have a few questions to tax your almighty noggin.
1. Bullfrog and EA, are they converting Syndicate Wars?
2. Is Earthworm Jim 2 Saturn bound?
3. Will Saturn Doom be a direct port from the brilliant Playstation version or a totally new game?
4. Are EA releasing the 3DO version of Space Hulk?
5. Have Kombats 2 and 3 got the really annoying problems of slow speed and widescreenitis?
6. Will Capcom's Armoured Warriors and their Aliens Vs Predator coin-ops get tweaked and released onto the Saturn?
*Damien Murphy, Abingdon*
GUS:**1. Syndicate Wars is a long way off, as it's officially only a Playstation project at the moment.**
**2. Yes, it's being programmed by a San Diego outfit called Screaming Pink.**
**3. It's likely to have as much as the Playstation version.**
**4. Yes.**
**5. No.**
**6. No chance of a conversion.**

# CRUSTY BOGEYS

Dear Gus,
Please, could you answer these excellent questions I have chosen just for you after watching (half) a rubbish episode of Gamesmaster.
1. Is X-Men: Children of the Atom worth buying if you own Virtua Fighter?
2. Which of these do you rate the best: Virtua Cop, Sega Rally or Virtua Fighter 2?
3. Could the Saturn handle a game like Mario 64?
4. Are the Saturn and U64 about



equal in terms of raw power?
5. When is Sega Rally coming out?
6. Is it a good idea to buy the Arcade Racer for Sega Rally?
7. When is the Internet Adaptor coming out?




*Neil Ramsden, Kent*
GUS: **1. Yes, it's a different style of fighting game.**
**2. They are all tremendous.**
**3. Let's see if the Ultra 64 can handle it, it's not finished yet.**
**4. I don't have U64 specs.**
**5. It's out.**
**6. I personally don't hold with steering wheels.**
**7. No firm European date, but definitely in 1996.**

# PAINFUL SNEEZE

Dear Gus,
1. How much is a Mega CD by itself?
2. How much is Virtua Cop?
3. Is there going to be a Virtua Fighter 3?
4. Are Sega going to release a 64 bit machine?
5. Will Heberekee's Popoitto be released on the Megadrive?
6. Will Sega Rally or Daytona ever be released on the Megadrive?
7. When is Street Fighter Alpha coming out?
8. Is Golden Axe: The Duel going to be released on the Megadrive?
9. Is The Ooze coming out on the Game Gear?
10. Is there going to be a Rayman 2?
*Alsitair Biggins, Tolworth*
GUS: **1. £100.**
**2. £45.**
**3. Yes. Arcade development is underway.**
**4. That's not part of the global plan at present.**
**5. Nope.**
**6. Niet.**
**7. Due on import at the end of January, officially in April.**
**8. No. Where did you come up with that one?**
**9. No.**
**10 Knowing Ubi-Soft, I'd say it's probable.**

# ITCHY TONGUE

Dear Gus,
Please could you answer my questions.
1. When will Virtua Fighter 3 be released?
2. Will Worms ever be released for the Megadrive?
3. Will Mortal Kombat 3 ever come out for the Saturn?
4. Is Sega Rally any good?
5. Give me 60 billion pounds or I will come to your home and beat you up.
6. Why is your hair so naff?
*Mark Henshaw, Peterborough*
GUS: **1. In the arcades sometime in 1996.**
**2. Oh yeah, I'd forgotten about that one! I expect so.**
**3. Oh yes, tune in next month.**
**4. Does Dolly Parton sleep on her back?**
**5. That wasn't a question.**
**6. I choose to have no hair, so how can it be naff?**

# BIG RED NOSE

Dear Gus,
Please print my questions as it is the first time I have written to your mag. After all it's the best.
1. According to my friend, Tekken is also coming from the Playstation to the Saturn. Is he a two faced git?
2. Everyone says there is a lot of life in the Megadrive still. But if that is the case, why have so many top software companies stopped producing games for it?
3. As I own a Megadrive I am concerned whether I am getting a good deal on the games. Where and who are the best shops to go to for the best deals?
4. Is there going to be a Red Zone 2?
*Simon Hustings, Nottingham*
GUS: **1. I have no idea, he may well be, as two-faced generally means hypocritical. He is not, however, a lying git, as Namco are indeed converting their arcade titles.**
**2. There aren't the kind of bucks there now that there once were.**
**3. You can't expect me to endorse one store! Who do you think I am, Alan Partridge?**
**4. No.**

# SLEEPLESS NIGHTS

Dear Gus,
I have a few questions that need answering.
1. I would really like to know who did the music for Victory Goal on the CD you gave away with the mag, as I think the two tunes were excellent.
2. As most of the Playstation games are coming out on the Saturn, does this mean that the Saturn is even more superior to the Playstation than it was, or do you think the games aren't good enough to make a difference? Also does this mean that Sony are well buggered?
3. Do you think the Playstation will ever have a beat 'em up as good as VF2, because I don't.
4. How come it has taken so long for EA to put real player names in Fifa?
5. Do you think that Nintendo's games for the Ultra 64 are crap, being as they are just versions of old SNES games or are they just a complete rip off of games on other super consoles?
6. Do you think 3D Lemmings will come out on the Saturn?
7. Could you please list the current games compatible with the Sega mouse?
8. Would your great mag ever do charts for the various Sega machines? At the moment we have to watch Digitizer just to see the Megadrive chart. People would like to see the charts for the Saturn and 32X as well.
*Name and address supplied*
GUS: **1. Victory Goal music was composed by Jun Senoue. He's not a big name game composer in Japan so you'll have to buy the game for all the music.**
**2. Politics aside, it all comes down to Saturn owners having more choice.**
**3. It would have to be something very special.**
**4. The Fifa series is one of continual improvement.**
**5. I can't say, since none of them are complete.**
**6. It's highly likely.**
**7. Sim City 2000, Theme Park.**
**8. Charts are boring, but we might do a charty kind of thing soon.**



**That's it for this month's specially extended new look Q+A. If I sit still still long enough that funny light thingy should burn a permanent Q+A in my forehead and I won't have to go through this every four weeks. More skincare tips next time, folks.**

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